May 1987 - £1

COMMODORE USER

MORE GAMES REVIEWS THAN ANY OTHER MAGAZINE

310 pta ■ HFL 5.75 ■ DM 5.50

THE LAST NINJA
PREVIEW+COMPETITION

ARCADE CLOSURES
BUZZ INVESTIGATES



PULL-OUT POSTER • PLAY TO WIN:
FEUD MAP • ULTIMA PLAYERS GUIDE • REVIEWED:
CYBORG • TAG TEAM WRESTLING • GUILD OF THIEVES

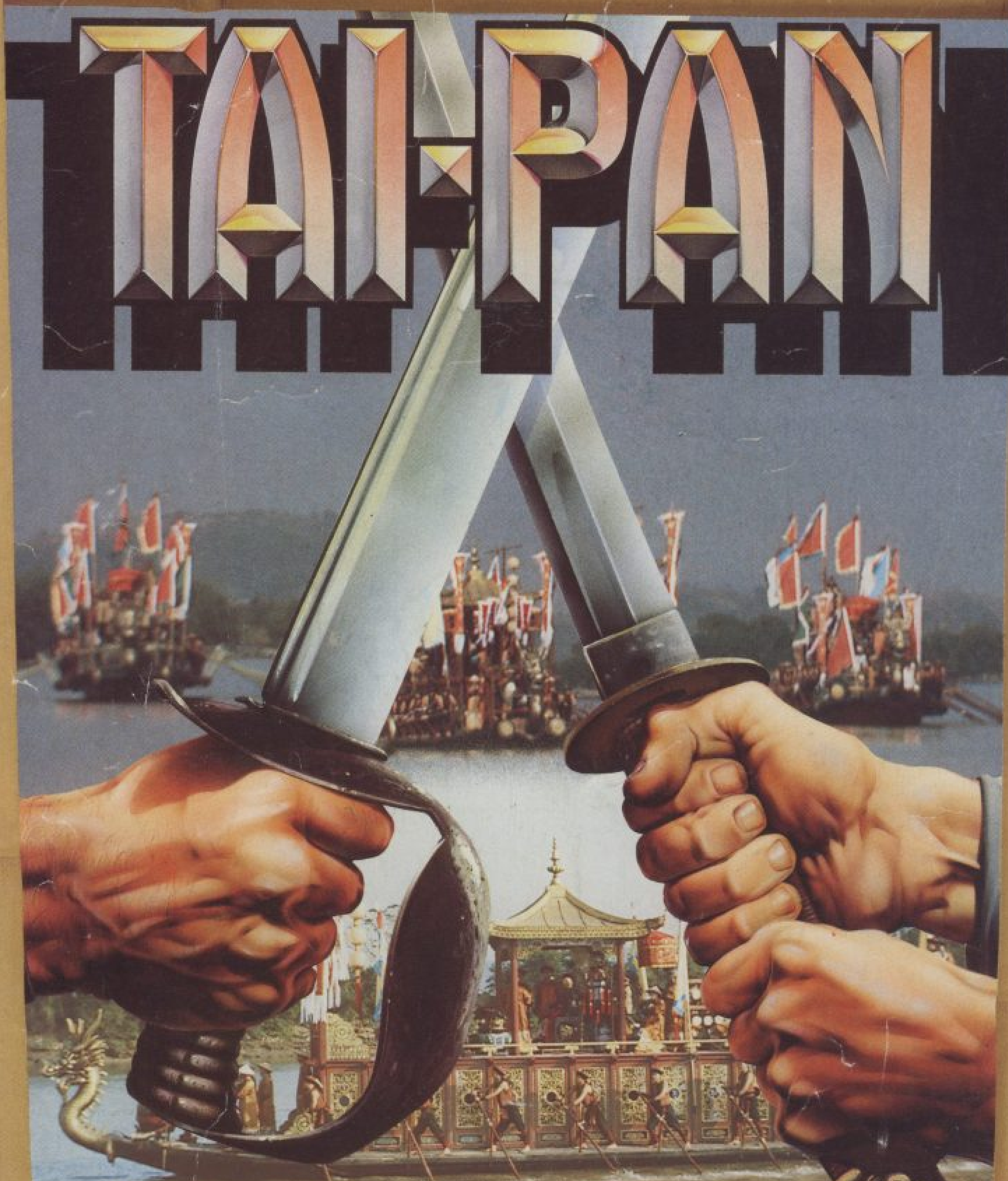
IBM/AMSTRAD PC+ COMPATIBLES – £19·95

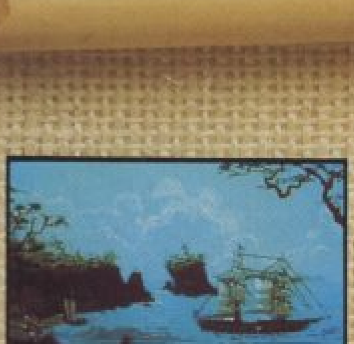
COMMODORE £8·95

AMSTRAD £8·95

SPECTRUM £7·95

ATARI ST £14·95





Now from the author of top seller SHOGUN, James Clavell, comes TAI PAN and a terrific computer game simulation packed with action and stunning graphics. TAI PAN is the exciting story of a man and an island. Become Dirk Struan – a pirate, a smuggler, a manipulator of men achieving riches beyond imagination. Enter a world of blood, sin, treachery, conspiracy and murder – a game of Grand entertainment!



Screen shots taken from Atari version.

ocean

6 Central Street · Manchester M2 5NS · Tel: 061 832 6633 · Telex: 669977

CONTENTS



The Last Ninja previewed

MAY

SPECIALS

26 THE LAST NINJA

Many gamers hope it will be the last Ninja game too. In this full length preview Mike Pattenden asks: can System 3 have another smash with this long-awaited beat 'em up? Or are we all bored sideways with shurikens, Samurai swords and flying kicks?

90 ARCADE CLOSURES LOOM

The anti-arcades lobby are gaining ground. Just who are these guys and what tricks are they using to restrict coin-ops? Arcades investigates. Plus reviews of *Exerizer*, *Flying Shark* and *Rastan Saga*.

66 GUILD OF THIEVES

Magnetic Scrolls set the world alight with the Pawn. Keith Campbell files an early review of its sequel — *Guild of Thieves*.



Guild of Thieves — adventure of the year.

REGULARS

5 LETTERS

Captain John Hutchinson gets some stick for his Tomahawk review, the Edge aren't happy, and you have a few moans of your own. Cheeful so and so's.

10 BUZZ

Bond is back in Buzz but what are Roy of the Rovers, Judge Death and the Queen Mum doing in there?

74 PLAY TO WIN

Help is at hand as *Feud* is mapped, Ultima explained and stacks of pokes.

85 TRIED AND TESTED

At last an alternative to Commodore's much maligned 1541 disk drive. We put it to the test and feed it a Kit Kat.

ED'S BIT ON THE SIDE

Hello, this is the Ed. I'm butting in on the Contents page to explain a few changes to CU. First I want to introduce Nick Kelly — our new Staff Writer. Nick is a 24-year-old Dubliner, one time solicitor, tennis player and lead singer with the Fat Lady Sings (what do you mean you've never heard of them?). Nick has taken over the Arcades column, and Buzz. Take it away Kelly. The other big news is that we have started to cover the Amiga A500W. With the dream machine coming down to around about £500, and several truly 'mega' games about to blow you away, I thought it was high time CU kept you up to date with things Amiga every month. If there is anything else you would like us to include in CU write to me and let me know. The Ed.

SCREEN SCENE

17 Tag Team Wrestling
18 Auf Wiedersehen Monty



Seconds out for Tag Team Wrestling.



21 Rogue Trooper
23 Big Trouble in Little China
24 Super Soccer
28 Star Raiders
30 The Sydney Affair
33 Firetrack
37 Battalion Commander
38 Wargame Construction Set
40 Colonial Conquest
44 Cyborg
46 Romulus
46 Armourdillo
47 FA Cup
48 Aliens
53 Shockway Rider
57 Starglider
59 Feud
61 Pneumatic Hammers
62 Ninja Master
62 Scooby Doo
62 Gun Law



Monty returns with a Screen Star.

Amiga's star shoot 'em up



Cyborg — black superman



Editor — Eugene Lacey; Deputy Editor — Mike Pattenden; Staff Writer — Nick Kelly; Designer — Elaine Bishop; Advertising Manager — Sarah James; Copy Control — Angela Smart; Publisher — Terry Pratt; Editorial/Advertising — 01-251 6222; Back Issues — 01-251 6222; Subscriptions 01-251 6222; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

ABC 60,848 July-Dec 1986
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

Letters

Shabby

I was reading your letters pages last month when the word crap appeared several times. My complaint is not to you but to all of your readers. What is going on? Do you want your magazine criticised and made shabby by these foul mouthed fiends?

Also, are the Commodore owners in Britain all soppy, wimpy and go around on their hands and knees kissing people's shoes? In almost all of your letters printed they all said how marvellous and fantastic you are (not that you aren't) and so on. Please all of you reading this letter, write some decent stuff like this, that's worth reading.

Nik Langsworthy
Tewkesbury, Glos.

Come on this isn't worth reading, it's crap! Whoops!

Uridium supporter

I cannot believe what I have just read! Page 6 of your March issue contained a letter from a certain Wayne Squibbs, moaning about disappointing games, in particular Andy Braybrook's *Uridium*.

I, for one, am not an "unsuspecting little plonker", and neither, I doubt, are the thousands of other 64 owners who bought this great game. Recently I bought the double pack from Hewson, containing Uridium Plus/Paradroid, so now, in the eyes of "dear" Mr Squibbs, I must be a complete plonker. What a pratt he must be.

He states that it was "good for the first half-hour" but then "impossible" to get any further and decided it was boring. What is he expecting, to complete the game in one sitting?? It takes TIME Mr Squibbs, time to learn the dreadnought layouts, learn how to control your ship properly . . .

As to Uridium being boring and disappointing, how wrong can anyone be? The majority of computer magazines gave reviews that were extremely favourable. Is he saying that all of these magazines and their experienced reviewers are wrong?

He is in a minority here, as thousands of gamers have bought Andy's game, enjoyed it, completed it, and are still enjoying it. His comments made me laugh harder than when I first saw U.S. Gold's *Breakthru*. I rest my case

Mike Thomas
Caerphilly, S. Wales.

Funny discs

Just a quick note to say how brilliant I think your mag is, however I do have a few points to make. Although all your reviews are the best money can buy I think there is room for improvement. In February's edition of CU I counted about 25 C64/128 game reviews and only 6 C16-Plus/4 reviews, so please, please, please will you print us C16-Plus/4 users a few more games reviews?

Secondly, in October 86 edition, on the contents page it said "61-Project Nova C16-Plus/4" and when I turned to that page, did I find it! Not a sausage! Then in November's edition, there it was! Project Nova had been printed on page 67 but no mention of it in the contents. What happened? (Is this the Ed's fault?)

P.S. In February's 87 edition, Ken McMahon did an excellent review of the C16-Plus/4 "Way of the Exploding Fist" but didn't know what the funny scoring discs were called! Well Ken, there called Yin/Yang symbols!

Christopher Edgar
Blyth, Northumberland.

Anything wrong in this page is the Ed's fault. Ken McMahon is just plain stupid.

Spot on

I suppose I should open this letter with a few lines to say how great you are and how bad everyone else is. This seems to be the trend in most of the letters I see printed in your magazine, but I can't. The reason, being that I buy all the magazines for the Commodore, each for different reasons. I must say though, that your mag has (in my view) reached a happy medium between game reviews and articles for the serious programmer.

The reason I am writing this letter is that I get a bit tired of letters from discontented readers, about the amount of money they spend on programmes, to find when they get home, that it was a waste of money. Why buy them?

I sometimes think that you print your magazine for nothing. You spend all that time reviewing games, pointing out the good buys from the bad, and there are still people out there who take no notice. I have two C128's that I run for mainly business reasons, but enjoy a good game in my free time. I have never yet had a bad game, but then I read your reviews before I buy. A thumbs down from you is good enough for me. It has saved me a lot of money.

I hope you print this letter. Not because I am after a free Tee-shirt, but because there's a chance that at least one person may read it and take notice.

Thanks CU.

Tony Miller
London E1.

We have nothing to add. Sound points.

We didn't mean it Mrs

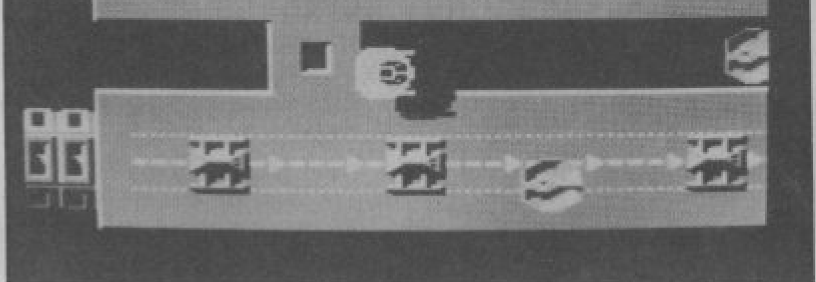
I recently saw your magazine Commodore User in my school. It seems symptomatic of the age we live in where some people glorify war, killing, suffering and destruction. I found it incredible that a game could be named *Agent Organge* and described as 'tastefully named.'

Probably you should read about *Agent Orange* and what it has done to future generations. How can you justify such insensitivity?

I dread to think what effect all this violence has on young people.

Janet Csoti
Pinner, Middx.

As a school teacher we think you should be able to detect the use of irony in language. "Tastefully" of course meant "extremely distastefully". After all we did point out exactly what Agent Orange was.

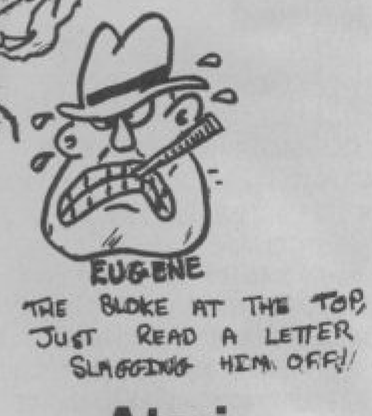


Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

Letters





Moron

How do you see your typical average reader? I would say that he must be around 8-15 years old, have an IQ of around 50 and be a thoroughly despicable character — he must be if all he wants to do is CHEAT!! Not only is he a moron with zapped out brains but he must be frustrated as well . . .

Do you employ a proof-reader? If you do why don't you save money and give him/her the sack. Your mag is full of mistakes from front cover to the back. Well, it seems to me to be a mistake to publish it in the first place!

I hope you will be proud of yourselves when the generation of children who read your rubbish turn out to be a load of mindless zombies.

It is obvious that you are in business only to make money and not for any other consideration. Or do you con yourselves into believing that you are entertaining our children? All I can say is, that it is destructive entertainment, like giving a child a dangerous toy.

Why don't you search your conscience and take your 'pornographic' literature off the maket? Or wake up and add a few pages that may educate our children in some small way.

Looking forward to your reply.
Pop pap

Your letter was full of mistakes and illegible to boot but we still printed it. Gosh we never thought of ourselves as dangerous, destructive or pornographic. We almost sound exciting!

Right to reply

I have noticed that you very rarely answer any of your readers letters containing queries (Ooer — sounds a bit rude!) So I've sent in some answers to letters which have appeared between your January and March issues:

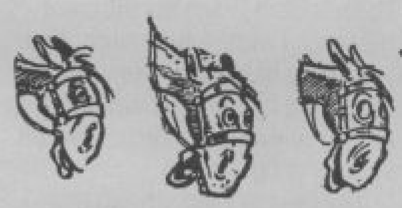
Mark Banham: Why didn't you send this to 'Play To Win'?!; Christian Hathaway: Damn good point about the binders, but we cannot because we hate spending money; David Muncar: We are NOT at war with 'Zzap', we are just simply . . . er . . . you're right — we are; Fearghal Pattwell: We would have had space to reply if we had not have printed John Farrar's letter who should watch what he is saying as I don't live too far from him; Chris Jackman: Look who the hell is running this mag?' If we think that there is too much poetry then we'll deal with it!; Matthew Rignall: I have no wish to rupture your ego but the computer version of 'Gauntlet' from US Gold does actually include an offer for the T-shirt, but there again you don't need the game considering one 10p lasts you about an hour and five minutes!; Simon 'Hardman' Bailey: Shut up!
Paul 'Bumsplat' Evans
Redruth, Cornwall

Excuse us but we answer the letters on this page! A good effort, though.

Brief

Is this the shortest letter you have ever had!!
D. Coles
Gloucester

We've printed longer replies, this isn't quite one.



Nag, nag, nag

My parents are forever nagging me about the amount of time I spend continually playing games on my computer. They keep going on about how I don't use my computer for its proper purpose. Do you think it's wrong to spend endless time on your computer just playing software?

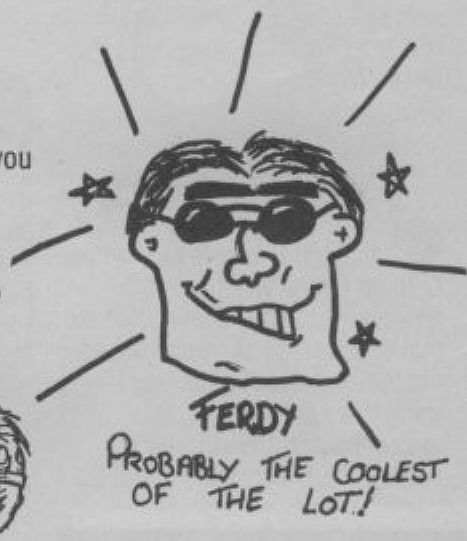
Anyway on to your mag, which, although I have only recently started reading it, I think is great! (I think your rating system is cool). How about expanding both the 'Play to Win' section and this column?

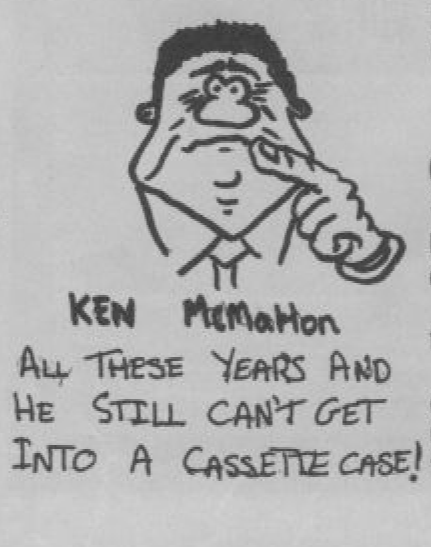
Anyhow keep up the good work CU.
Mark Utting
Fakenham, Norfolk.

That's funny the Ed's wife nags at him and so does the Dep Ed too. As long as you're not neglecting the rest of your life/ work playing games who cares?

Piccies

As you never (as of yet), printed photos of the G-Force, I've sent you what I reckon they look like. As you can see, I put my Piscen (Pisces) imagination power to it's most extreme!
Andrewl Wollacott
Cromer, Norfolk
P.S. If these get printed, some more will be on their way!
P.P.S. Sorry 'bout by grammer, blame Mr Butt, my English teacher.





Atari Raided

I would like to tell you of the true facts about the newly released game *Star Raiders II* by Electric Dreams.

Being an Atari user myself, you're probably wondering why I'm writing to you. The reason is to tell you that *Star Raiders II* is not a new game, because it was released by Atari in 1984 under the title *Star Fighter* for the Atari range.

The story line for *Star Fighter* is that you have been recruited by the Star League to defend the frontier against Xur and the Ko-Dan armada.

I have compared the graphics to that in your preview in the March CU and they are almost identical.

Finally from my brilliant detective work (if I say so myself!), I have come to two conclusions.

1 — Electric Dreams have bought the rights from Atari.

2 — Electric Dreams have released a rip-off from *Star Fighter* and ought to be sued by Atari.

If conclusion 1 is right however, I will excuse Electric Dreams.
Jeff Weston
Bolton, Lancs.

Electric Dreams may be excused, then.

A-pathetic

I must confess I am getting very apathetical in Commodore User, (you may look it up in a dictionary if you like).

Yawn Yawn . . . yes one of those letter's.

I wait with baited breath, at our corner shop for the delivery od CU every month, but just lately there seems to be something

missing "Contents" surely my C-128 can do more than just play "games" (I cringe every time I hear that word) what's happened to hardware projects and reviews, and useful utilities and routines, of course not forgetting good old M/C.

Yawn Yawn . . . sleeping yet.

I can remember. Yes in "ye ole daze" (February 1984) when CU was interesting to read, now though nearly all games reviews from front-back.

So unless you would like to loose my hard earned £12.00 a year (fancy a pay cut Ed) how about some interesting subjects.

Any chance of a Housemartinis T-shirt?, and I want you to write "Commodore User will be interesting" one million times, no computer help either.

1 bored CU reader
Bugbrooke, Nothampton

Over a third of the magazine is devoted to things other than games software reviews. We still cater for everyone.

Misquoted

I think an explanation is called for! In the Feburary edition of CU you reviewed Rainbird's *Tracker* which was given an overall score of "4" — pretty bad stuff.

The reviewer's (Tony Hethrington's) last words wre, "Uninspiring graphics, price and dull presentation". Yet when I bought a copy of "C+VG" I glanced at an advertisement for the game mentioned above and noticed that CU was quoted as saying "Presentation is excellent".

Now, either the software company is telling porkies (in which case sueing is in order) or your reviewer is going back on his words. Explanation please!

Your Questioningly,
Philip Hutchinson
Pontypirdd, S. Wales.

P.S. My brother typed this out on his word processor and he said if you don't print it he is going to kill you for wasting his precious swotting time.

Glad you pointed that out. We were indeed misquoted by Rainbird. Naughty Rainbird.

Talent

Adam our six year old has a special talent with our plus/4 computer when playing games. Quite often he is playing a game when suddenly it crashes. There is a loud whistle or the screen shows BREAK or something similar. One game *Kickstart* changes colour when he plays it. No one else in our family has this ability.

Do you or any of your readers know the cause of this, and does anyone know if this happens to anyone else.

John King
Woolwich,
London, SE18

Tommy says your child is either a genius or simply hates the Plus/4. He advises you to buy a new computer.

Save the Minter

I'm writing for several reasons, the first of which is to say, 'What a meat-head Simon "Hardman" Bailey is, trying to put Minter down, obviously "Hardman" stems from the fact that he's hard-up for brains!

Secondly don't put Your Commodore down, it's a mag for technical heads and not gamers, certain taste for certain people, (personally I think it's a totally waste of space!)

Next, please, oh please don't let your reviewers slip into the style of Zzap 64, who if they don't like a game they slag every aspect of it. Fred Reid did this in his Tarzan review, giving graphics only 5 saying that the graphics on Crystal Castles (6), Legend of Kage (6) and Chamelion (7!!!) are better when I'm sure that a fair comparison will show the exact opposite.

Lastly I agree that all too often U.S. Gold get more credit than due, please give the programmers and software houses more recognition, they earn it!!

Darren Seinor,
Perth, Australia.

Cheapo award

I am writing on behalf of all those readers who buy Mastertronic or Firebird games regularly. I miss the Cheapo of the Month page as it shows the best budget game of that particular month. I'm sure that many readers agree and would like to see it back.

Robert Young
Burton-on-Trent.

We haven't suspended the cheapo of the month we just haven't seen a game worth awarding it to.

Validation

I am enquiring about the way you work out what review should be a flop, screen star or superstar. I acquired *Championship Wrestling* (a brill game) quite recently, and have played *Rock and Wrestle* many a time.

I found *Championship Wrestling* a much better and more enjoyable game than *Rock and Wrestle*, and yet I didn't get in the Superstar supplement. I know it didn't appear until February's issue, but neither did *Kayleth*. Superstar and *Championship Wrestling* didn't?

Andrew P Lenton,
Cambs.

To set the record straight, Keith Campbell actually wrote the adventure section and had a copy of *Kayleth*. We couldn't squeeze it in that issue, and neither could we get a finished copy of *Championship Wrestling* although we hinted it would surpass Rock 'n' Wrestle. As we also said Superstars should become out-of-date as soon as possible. It shows a healthy and progressive business.

At the double

Please, please, please will you print this letter. Why? Simply because I have a copy of The Double by Scanatron and I was wondering if you (or your readers), could find a poke which would enable you to see only the result of your match (not of all the other matches). Also could you find a poke which gets rid of all the gate attendances as well?

G. Gunning,
Dorset.

Wouldn't a poke to fast forward be of more use?

On the chain gang

Your magazine is really brilliant! I have been buying it since I saw it in my local stationer's.

Last month I wanted to buy it, but in front of me there was a nasty little boy who bought the last one! (That stupid stationer didn't even accept the "Never Again" ticket a few months ago!) So I asked whether he had another CU or not. He answered: "No, I haven't, but I do have the fantastic Zzap 64 for you!"

After I had mumbled a very heavy curse to the stationer (he seemed to be deaf too), I went to the library to get a book about some nice old-fashioned instruments of torture (and I won't mention what happened to the stationer!). I searched for the CU in every newsagent I knew, but found it nowhere. I was really sad and I came to the conclusion that there were just two things left to do: (1) commit suicide; (2) steal a copy of the CU somewhere. And I thought that stealing a copy would be much easier, so I leered around every corner in my neighbourhood.

It was at school where I finally saw it! The CU! There was a nasty little boy (very much like the one in the shop) reading it, so I thought: "This is your chance! Get it!" I threw a stone through a window at the other end of the school to call attention to something else, and stole the CU. But the same nasty boy saw me! (Why do you think I call him "nasty"?)

Well, to cut it short, the whole army came to pick me up. I was accused of murder (the stationer) and stealing a CU. If I had only killed the stationer, I would have been free within two or three years. But stealing a CU! The whole law court fainted when they heard of my terrible crime! And, at once, I was sentenced to death. I was brought to Alcatraz and as I have nothing to do here apart from being tortured, I thought: "Let's write to those people at CU!" Oh no, footsteps in the corridor!

Paul Bosch,
The Hague,
The Netherlands.

The moral of this sorry tale is "accept no substitutes" and "don't miss an ish".

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Letters

Arcades

I am, of course, a regular buyer of this brilliant magazine and have been buying your magazine since I got my C16 at Christmas '85, but enough of this boring information about me and my computer.

This letter is really to congratulate, to congratulate you on the new "arcade games section" which started in the February '87 issue. When I first bought the Feb issue, I rushed home and turned straight away to the arcade games section. I must admit it myself, it is brilliant. I reckon it has really smartened the magazine up. But of course, with any letter there is always a complaint, well mine isn't a big one, in fact it is really a question or an idea.

Why don't you put a "Play to win" section on the arcade games in it. Because there is nothing more irritating than putting 20p in and getting killed straight away because you are useless at it. So please could you do that.

Anyway keep up the good work with this game section, and of course this brilliant magazine.
Simon Pepper,
Mansfield, Notts.

On Edge

We are both very disappointed and very angry about the review of *Shao-lin's Road* in the latest issue of your magazine.

First, the reviewer has been using a pre-production copy of the game and I would very much appreciate learning where he obtained it from. If it was from these offices then there has certainly been a major mistake. If from other sources then an even greater error has occurred.

A copy of the actual commercial version (in disc form) is enclosed and I am sure you will agree it is different from the reviewed version.

So many points seem objectively wrong in the review, though; Chris Cain talks of the title screen as being 'a mess of reds and whites'. Yes, indeed there is pink, red and white (singular not plural) in the title screen, but we have all looked and looked at our screen and have to wonder if Chris was either using an appalling TV or whether he had imbibed some substances. It still looks to us to be an absolutely excellent title screen.

He says the sprites are slower than the 1541 — what on earth does he mean by this? The sprites are fast, as fast as the arcade game. And on the topic of sound he claims (sarcastically) that we must have worked long and hard to get the sound as bad as it is. Please listen to this game yourself and please tell me if you can honestly say that the sound is so appalling as Chris makes out. Everyone we have asked (just to check we are not going mad) has confirmed that the sound and music are very true to the arcade original, and in fact very good.

At this moment we can only assume that not only has Chris Cain used a pre-production copy for the review, but that he nonetheless has decided to have an 'Edge bash'. This does not bode well for our ever assisting your magazine ever again.
Tim Langdell,
The Edge.

We received a finished package of *Shao-lin's Road* and it differs little, if at all, from the game you sent us. The mark it was given was deserved. Perhaps the arcade game was the wrong one to convert. You cannot simply sign a licence and expect us to rave about it because you used to have to pay 2×10p for a game.

Robbed

I will start by congratulating you on producing such a complete computer magazine. I enjoy your new "Arcades" reviews, which prompted me to write this letter. recently paid a visit to a local arcade and being a games freak, soon became totally absorbed in the game I was playing (*Gauntlet*). As I was so engrossed in the game I didn't realise until too late that my wallet had been stolen. This make me realise how open to such thefts we gamers leave ourselves, so here a couple of tips for other readers who enjoy playing the arcades:

1. Don't carry more money than you'r going to need. If you're ony going to spend £5, then only take £5.
2. Never carry a wallet in a back trousers pocket. Use a front pocket as you have a better view of this, it is less easily reached and is usually pressed up against a games cabinet.

Please print this letter as I would rather other readers learn by my mistake than their own.
J. Bell,
Hull.

Star Letter

Tomahawk v Gunship

Star Letter

Further to your reviews in *Computer User* (*do they mean us? Derek Jameson impersonating Ed*) I would like to make some comments.

We made some close comparisons of performance (operating height, turn rate, endurance, rate of fire) between these two products and on the basis of our evidence claims made by *Gunship* to true representation of Apache do seem quite extravagant.

Simulation means authenticity, a resemblance to the real vehicle. Due to the hardware limitations, some compromises must be made. We proved, however, that a realistic representation of Apache can be successfully accomplished.

It is regretful, therefore, that no authenticity tests on these products were performed. Some of your readers may be misled by believing that a good simulation is about bells and whistles ignoring that the sound approximation to the real world is a minimal requirement for a simulation based product.

Endorsing *Gunship* in this particular way is tantamount to say, elevating Renault 5 to a status of Ferrari Testarossa. The general public knows enough about cars, and cannot be easily fooled. Helicopters is a different matter. Should we not inform them better?

I would greatly appreciate your comments.
Ilya Girson,
Chief Executive, Microprose,

I believe that my role is to assess these simulations in terms of user enjoyment. There is no way, in my view, that you can judge them in terms of authenticity relative to the real thing — that requires a genuine flight simulator. I certainly do not think that good simulations are about 'bells and whistles' but I am most emphatically of the opinion that stable handling characteristics are important and on that basis *Gunship* certainly outscored *Tomahawk*, regardless of the fact that *Gunship*'s flight envelope was more limited than *Tomahawk*'s.

In conclusion, it is quite ridiculous to suggest that by endorsing *Gunship* in the way that I did was tantamount to "elevating a Renault 5 to a Farrari Testarossa." I go back to where I started: I judge these simulations in terms of the fun I get out of them (they are only games, after all). I thoroughly enjoyed *Tomahawk* and it's worth pointing out that it it did very well in my review; it's simply that I enjoyed *Gunship* more. ***Captain John Hutchinson***

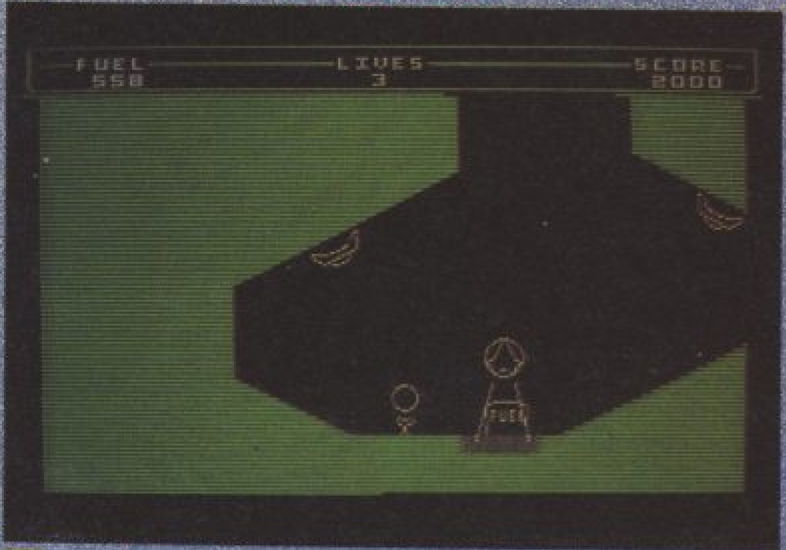
Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

BUZZ

C16'ers are in for their turn on this most addictive of games. Inspired by the coin-op *Gravitar* the game challenges you to steal the Empire's energy pods from their storage plants. 'Limpet' guns protect the planet — so you have to take out the nuclear power stations that provide their laser power before you set about nicking the pods. The main fun in Thrust is its unique feeling of floating momentum and the sense of inertia — the lightest tweek makes it speed forward.

THRUST



Shortly due for release from Palace Software is Barbarians. It features MENSA candidate Marria Whittaker and a sizzling soundtrack courtesy of Richard *Antiriad* Joseph. First of all you have a test of swordmanship against the "finest warrior in the land". In part two you have to save the Princess from the fiendish clutches of the Dark Sorcerer, Drax. Your skills are extensive, allowing you to headbutt, kick and use the (quote) "webb of death" as you carry out your mission, and, other effects, such as the yummy decapitation scene picture below.

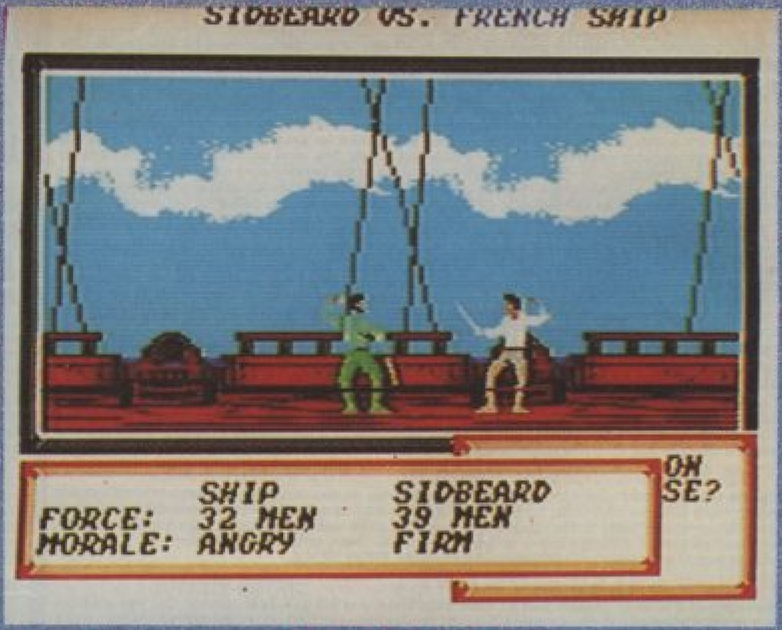
BARBARIAN





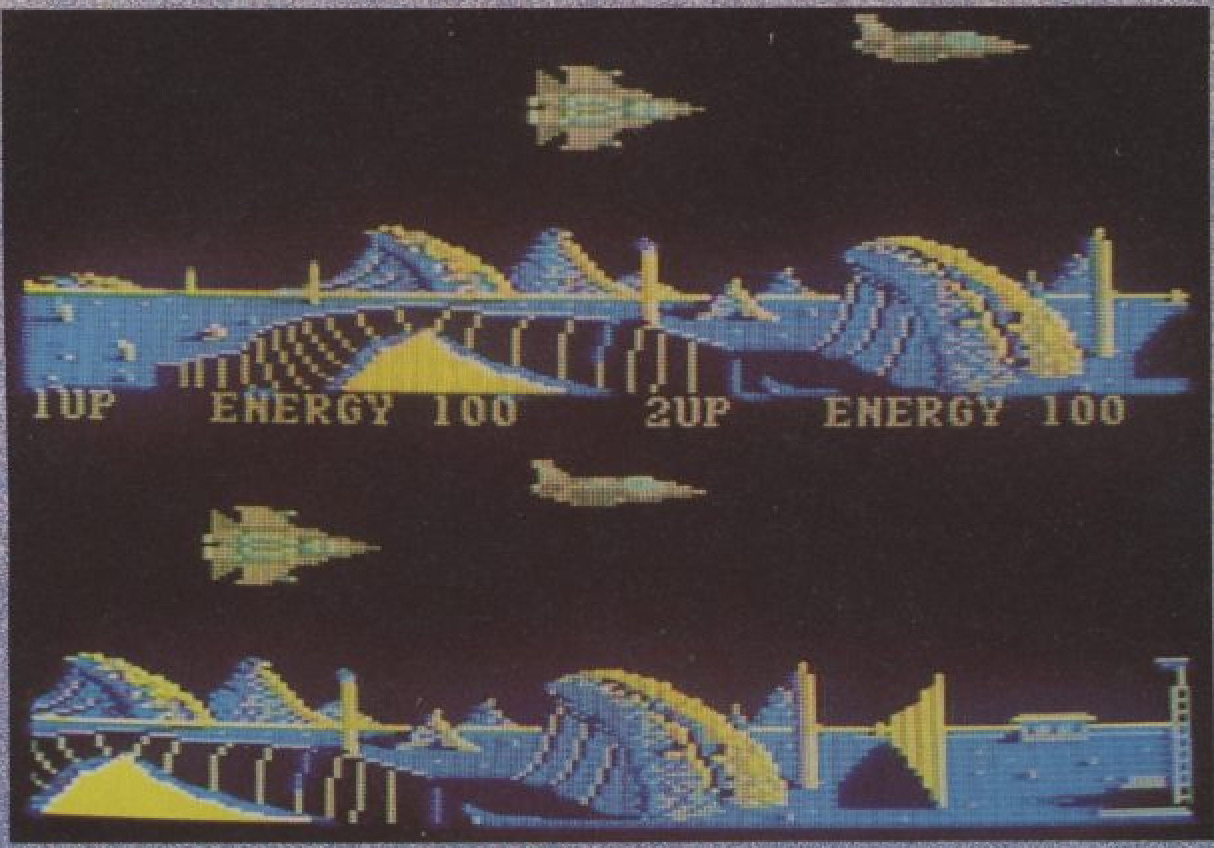
CONVOY RAIDER

The free world's in peril (isn't it always), the enemy are liable to invade at any moment, the only answer is to adopt your Strategic Defence Initiative, get those Exocets and Seawolfs out of mothballs (to think it's been five whole years . . .) and teach those enemies of democracy a lesson. Convoy Raider is a strategic war game from Gremlin which involves patrolling the entire inner sea area of your territory, anticipating how and where the enemy will launch his next attack, and meeting it appropriately. You're a ship, by the way, but you can use your anti-submarine helicopter to meet the different forms of attack. Your Finest Hour is due to arrive late this month.



PIRATES

Avast and belay, me hearties, there be a spiffing new simulation on the horizon from Microprose, so I be told, and one which all ye black-hearted, yellow-toothed swashbucklers will be wanting to take on board. You be stepping into the seaboots of an old seasalt, but if you think there be time for grog-swilling, think again. There's a crew to be press-ganged, a ship to be steered, merchant-vessels to be plundered, mutinies to be quelled and coastal towns to be pillaged. Play your cards right and you might wind up a very wealthy landlubber of even get the hand of the Governor's daughter into the bargain. But if you be lily-livered, or plain dim, it'll be the plank, the keelhaul or the mizzen mast for you, me bucko (*I think you've packed this piece up to the gunnels with cliché's Kelly — Ed*)



EAGLES

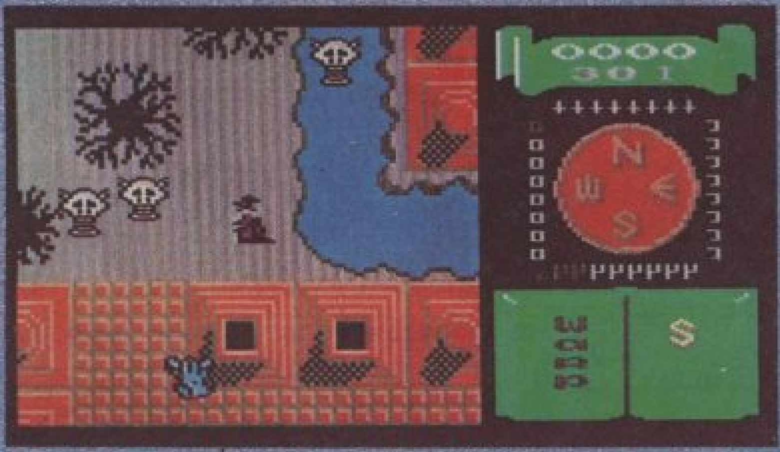
Hot from the keyboards of Danish programmers Per Madsen and Bo Nielsen, *Eagles* puts you in the cockpit of the most advanced fighter the Earth has ever known. Unfortunately, you're not on Earth — you're actually orbiting the beleagured planet Zinox, in a stratosphere swarming with attacking aliens. Yes, it's a shoot-'em-up, and, with solo, two-player team and two-player dogfight options — a pretty nifty one, too. Realistic aircraft handling and a horizontally-split screen which allows you to keep one eye on your friend/foe's position at all times are added features of this Hewson game — in your shops around the end of May.

ELECTION

It had to happen — those enterprising Virgin folk have come up with a game about general elections! Thinly disguised as T.H. Matcher, K. Ninnock or the duo of Davids, Owing and Pig-Iron, you wander the play area dropping off manifestos, wooing the fickle voters, slurring the good name (?) of your rivals and generally behaving like those noble folk who run the country act as polling day approaches. If you inexplicably don't have much faith in any of the four established parties there's always the Celebrity Party, led by none other than Daniel Pauls.

A must for those whose vicious instincts aren't satisified by shoot-'em-ups, *Election*'s release has been cunningly planned to coincide the expected outbreak of election fever.





WIZ

The crystal ball training can wait, young runester: your world needs you *now*. Daily the ancient passages that link your sunny homeland, Midgard, with the dark parallel universe of Niflheim are being crossed by hordes of ghouls, wraiths and harpies. Armed only with the handful of party tricks containined in your sorcerer's apprentice grimoire, you stalk this evil-ridden territory, zapping nasties, politely approaching the grumpy local magicians you encounter for new spells, carrying out the tasks they inevitably set you in return,and making forrays into the Other Side, eventually you'll acquire sufficient runic experience (maan) to graduate to the exalted status of Fifth-Level King Wizard — only then can you learn that one final incantation which enables you to sever the worlds of darkness and light for all time. Sounds tough? Saving universes usually is, matey. *Wiz*, by Melbourne House, is due for release in June.

As its title suggests, this game features the famous nineteenth century doctor who spent much of his time wandering about darkest Africa discovering things and generally making himself useful to posterity. Alas, you're not the noble explorer — you're the hapless Stanley sent out to find him, presumably so you can greet him with that phrase you've been trying to keep fixed in your head since you left London, "Doctor Livingstone, I presume".

As you negotiate piranha-infested streams, hack through tropical shrubbery brimming over with pythons and mischievious coconut-throwing monkeys, and trying to stay clear of the hostile pygmy tribe. I hope the good Doc has thought up a decent reply, after all that.

LIVINGSTONE



BUZZ

C64 CHART

TM	LM		
1	1	PARK PATROL	FIREBIRD
2	6	BMX SIMULATOR	CODE MASTERS
3	4	GUNSHIP	MICROPROSE
4	7	LA SWAT	MASTERTRONIC
5	8	MICRO RHYTHM	FIREBIRD
6	NE	AKRANOID	IMAGINE
7	NE	KARATE CHAMP	AMERICANA
8	9	180	MASTERTRONIC
9	NE	FEUD	BULLDOG
10	NE	NEMESIS	US GOLD
11	NE	DELTA	MASTERTRONIC
12	5	GAUNTLET	ELITE
13	10	FLASH GORDON	KONAMI
14	3	PAPERBOY	THALAMUS
15	NE	OLLIE AND LISA	FIREBIRD
16	12	POLICE CADET	MIDAS
17	RE	KOMANI'S COIN-UP HITS	IMAGINE
18	14	FOOTBALLER OF THE YEAR	GREMLIN GRAPHICS
19	NE	EXECUTIVE LEADERBOARD	SCANATRON
20	NE	SPORT OF KINGS	MASTERTRONIC

Chart Chat

The Easter selling season is upon us and the software bosses are rubbing their hands and hoping to sell stacks of games.

Still riding high in the 64 chart is the ex-Activision classic — Park Patrol — a very attractive package at the new price of £1.99 from Firebird.

Micro Rhythm and BMX Simulator are also holding up the budget challenge in the top five. Expect that to change by next month, though, as several excellent full-price games are now beginning to make waves. Watch out for *Nemesis, Delta* and *Gunship* to surge forward.

Down in C16 land things are much more volatile. The Commandoesque *Gun Law* storms into the number one slot from Mastertronic.

The budget specialists are still dominating the C16 chart with no less than six in the top ten including the one and two slots — occupied by *Gun Law* and *Storm.*

Strong challenges will be made to M'tronic in the C16/Plus 4 chart next month by the likes of *Summer Events* from Anco, *Thrust* from Firebird and Tony Takoushi's *Frenesis.*

C16 CHART

TM	LM		
1	NE	GUN LAW	MASTERTRONIC
2	1	STORM	MASTERTRONIC
3	3	FOOTBALLER OF THE YEAR	GREMLIN GRAPHICS
4	6	WINTER EVENTS	ANCO
5	4	HIT PACK	ELITE
6	NE	SOCCER BOSS	ALTERNATIVE
7	2	MASTERCHESS	MASTERTRONIC
8	NE	MEGABOLTS	MASTERTRONIC
9	RE	KANE	MASTERTRONIC
10	5	MOLECULE MAN	MASTERTRONIC

BUZZ



A500 arrives as Kaday Goes

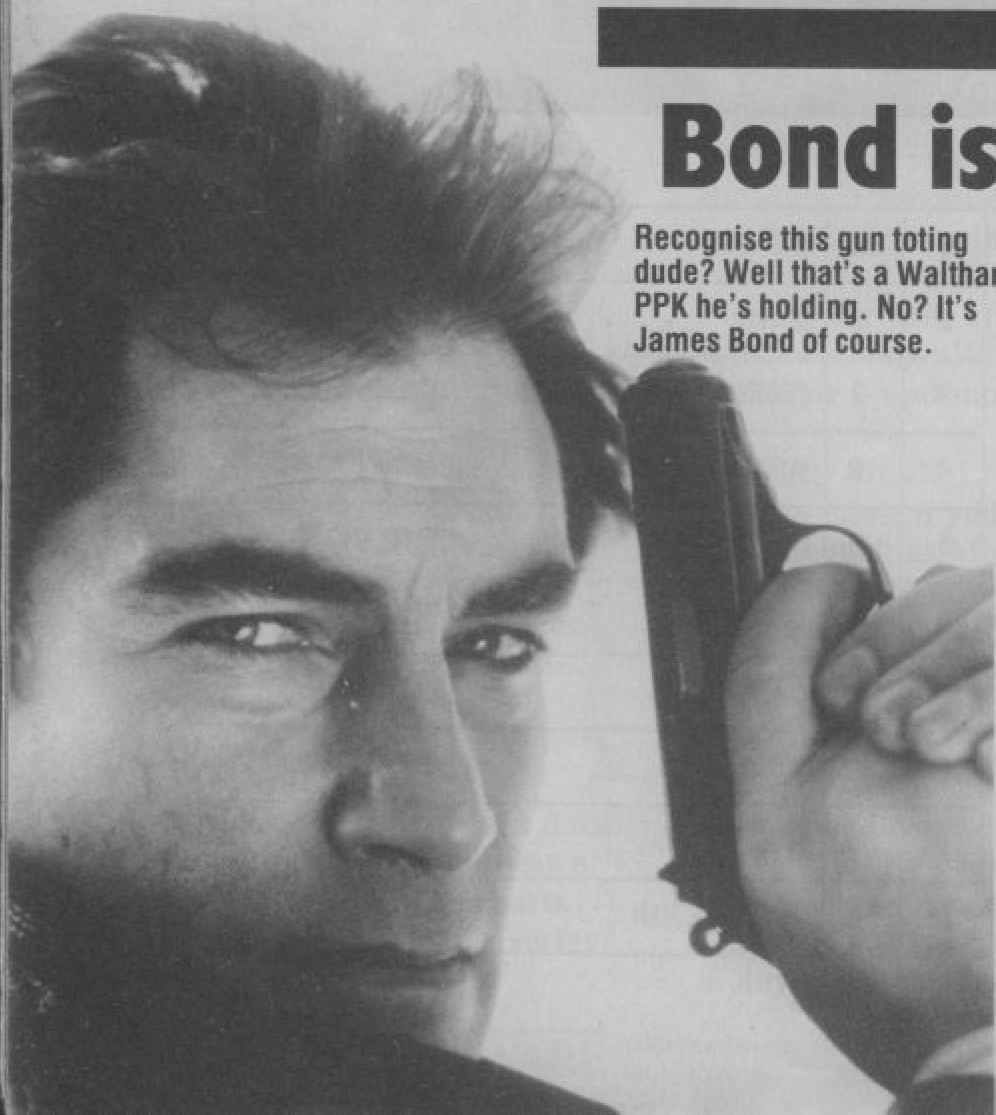
Commodore will launch the long-awaited Amiga A500 at the Commodore Show in June, and it should be available in the shops from that date at £873.84 (including colour monitor and VAT:).
Meanwhile Activision, Rainbird, Gremlin, Electronic Arts and Microprose have all given the A500 a vote of confidence by announcing that they will be producing software for it. There are still some misgivings among retailers and others who feel that the product Commodore describe as "the ultimate low-cost computer" may still be too expensive to compete successfully with the 520ST. The Atari machine sells at just £599, and in addition has had a headstart of nearly two years in the marketplace, and, therefore, a far bigger library of software. Commodore are confident, however, that the Amiga's spectacular and well-documented features will enable it to overcome these disadvantages and become a major commercial success.

Commodore are also adamant that the success they are predicting for the A500 will not have the effect of rendering the C64 redundant. a spokesman told us that "while the Amiga is Commodore's 'new baby', the C64 continues to sell well in the U.K., and the pricing structure of the C64 and its bundles still allows it to fall within the requirements of the first-time user".

Meanwhile, as Commodore welcome the arrival of the A500, they also bid farewell to their Managing Director, Chris Kaday. His resignation, with immediate effect, was announced at the end of March.

No reasons were given by Commodore for this somewhat sudden development. According to a spokesman "Basically what happened was that Chris and the European managers of Commodore sat down together at a meeting, and Chris decided that he wanted to resign. It was his decision, and his departure is no way inamicable".

Mr Ernest Tarien has been appointed as Acting General Manager, in place of Kaday, but this is not apparantly a permanent appointment. The feeling in industry circles seems to be that Kaday may have been sacked due to the U.S. management's impatience at the continuing poor sales performance of the British company.



Bond is Back

Recognise this gun toting dude? Well that's a Walthar PPK he's holding. No? It's James Bond of course.

Well, actually we cheated a bit, because "The Living Daylights", due out on general release this summer, will be Timothy Dalton's first romparound the silver screen as ol' Licensed To Kill, taking over from the previous holder of the part, Roger Moore. He's also the star of Domark's forthcoming shoot-'em-up, which will be released to coincide with the film and shares its titles.

By all accounts the film is going to be as visually spectacular as its fourteen predecessors with 007 wooing the lovelies and dispatching the villains in locations as diverse as The Rock of Gibralter, historic Vienna, sunny Morocco and snowy Northern Italy.

According to Domark, the game will feature all these locations too, plus other characters from the film. Our Jim will make his way through each screen with the aid of one weapon, chosen from Q's workshop before he enters that particular scene. A wrong choice could make life very difficult indeed for the evergreen secret agent to get rid of the wide range of creepos he will encounter, but we're sure he'll battle through the evil flunkeys, dispose of the super-villain and end up in a clinch with the heroine Kara (aka Maryam d'Abo). How can we be so sure? Well, how else can there be a sequel . . .?



Ocean have signed up the rights for a game based on Oliver Stone's Oscar-winning film 'Platoon'. Stone was a "grunt" (foot soldier) in Vietnam and saw the action at first hand, but dont't expect Rambo in the film or the game — as Platoon has a deep anti-war message. Ocean Boss, David Ward, flew to the US to see the film and read the script. Just how the firm who brought you Rambo are going to turn this one into a game remains to be seen.

Queen Mum Death sentence shock!



▲ **The ssssentence is deathh for you Roy Race!**

Fur coats? Funny hats? a passion for chip butties? No, we couldn't imagine what Roy Of The Rovers, Judge Death, Yogi Bear and the Queen Mum all have in common either, until those clever people at Piranha told us: game potential of course.

The latter half of this year will see the release of a range of new Piranha games featuring all these well-loved (?) characters. Will Roy track down the kidnappers of the Rovers' key player in time for the big match? Can Judge Anderson save Megacity from the clutches of the evil Judge Death and his lackeys, Judges Fear, Mortis and Fire? Can Yogi rescue Boo Boo from the bloodthirsty hunter before the onset of the hibernation season? And can the grovelling royal flunkey complete his chores about Buckingham Palace to the satisfaction of its rather fussy inhabitants? All will be revealed this Autumn.

Another release scheduled by Piranha is Don Priestley's sequel to the enormously popular *Trap Door. Trap Door 2*'s release will coincide with the transmission of a new series of *Trap Door* on TV. Once again, the setting will be the nether regions of that gloomy old castle, in the company of that cheery threesome Boni, Berk and Drutt. And this time, so we're promised, we may even be able to get down the trap door itself!



▼ **Hang in there:** June will see the release of Sega's sequel to the enormously popular *Hang On. Super Hang On* will, according to a Sega spokesman, represent "a new generation" of the arcade hit, featuring four different tracks and, among other new developments, a turbo button.

▼ **Flight Sim:** Digital Integration are currently developing a simulation game based on NATO's most up-to-the-microsecond combat aircraft, the F-16 Fighter Falcon. The game, features include "air superiority and ground attack roles", (sic) and it should be on sale sometime around October.

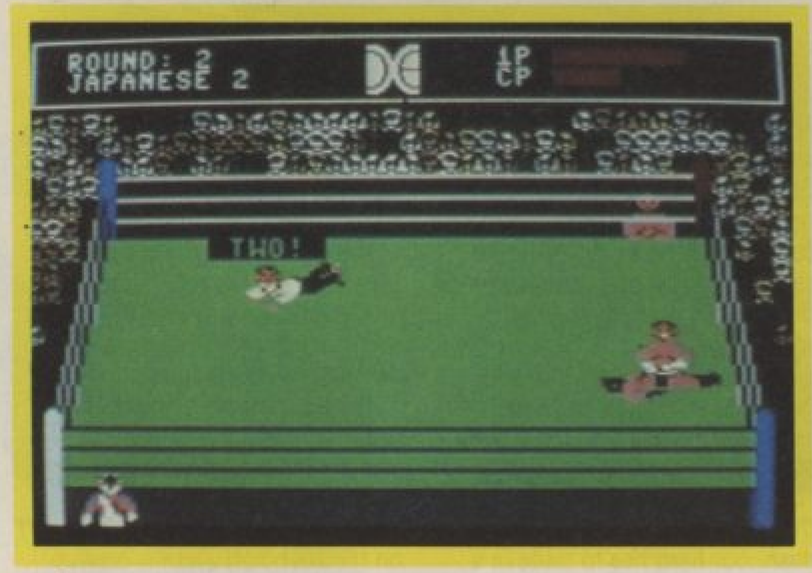
▼ **Tau Ceti sequel:** Early June will see the release by CRL of *Traxxion,* a button-stabber set on, or rather in, a construction site satellite orbiting one of the Tau Ceti planets. While surveying the innards of the satellite, damaged in the Tau Ceti Wars, you realise that the reactor is melting down, and if you don't manage to find your way to the exit from the warren of underground passages pretty quickly (blasting obstacles out of your way as you go), you're going to be blown to spacedust.

▼ **Transfer market:** *Football Manager,* the best-selling football computer game ever, is now retailing for £2.99. This coincides with the introduction of its new double cassette packaging, and is heralded by a press release which suggests that we announce the news with the assistence of a football pun far too awful for us to reproduce in our family mag. (hint: there was a bit about, erm, *changing divisions!*) More to the point, have they bothered to update it?

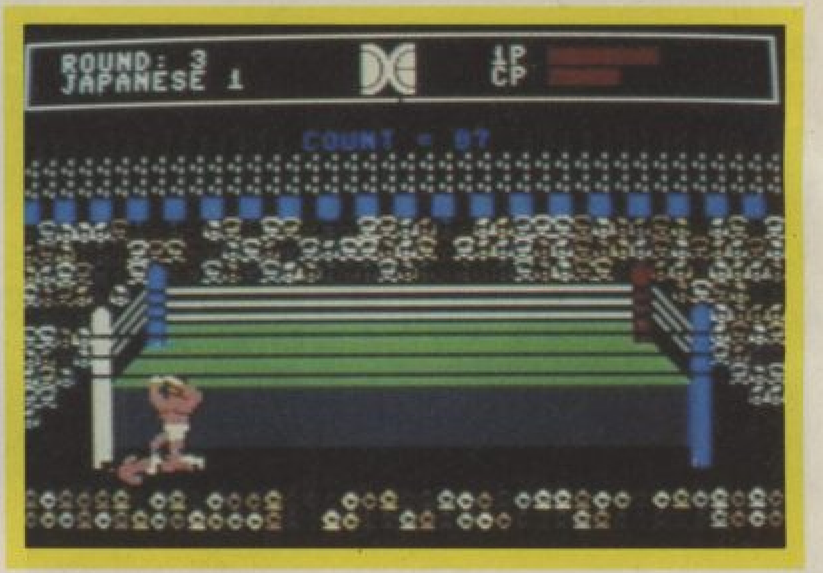
▼ **Cheap Shots:** A couple of scraps of good news this month for all those suffering from pocket pains. With a fanfare of synthesised trumpets — and a fairly heavy dollop of TV advertising — those masters of the cheapo compilation, Virign Games, have just launched *Now Games 4,* featuring *Dan Dare, Hacker, Back To The Future, Mission Omega* and *Jonah Barrington's Squash*, which, at just £9.95, should sell enough copies to send Lord Branson round the globe three more times at least. Meanwhile, not to be outdone by the Balloon King, Alligata Software have just introduced — *"Double Fun"* cassettes, with two-game combinations retailing at £1.99. The first three packages, on Alligata's *Budgie* label, are *Killer Watt Hyper Circuit, Eagle Empire Guardian* and *Rocket Roger Blagger.*



125+ Joystick
• 4 extremely sensitive fire buttons
• Auto fire switch
• Strong base suction cups
• Uniquely styled hand grip
• 12 Month warranty.
£8.95
INTERPOD
Now the VIC 20 and 64 can communicate with PET peripherals
Intelligent RS232, IEEE Interface for VIC20, C64, Access 4040, 5050, 9090 Drives, Printers, Volt Meters etc. Includes power supply.
£59.95
Peripheral Power
Aerial Splitter
Cheetah's neat splitter unit complete with self-adhesive pad allows you to keep your T.V. and computer aerial leads plugged in without disturbing the picture.
£2.99
Commodore Sweet Talker
• Simply plugs into the C64.
• Allophone system creates unlimited speech.
• Package includes demo tape and full instructions.
• Program any word, sentence or phrase.
£24.95
Mach I+ Joystick
Probably the best Joystick in the world.
• Auto Fire
• Microswitch Fire Buttons
• Metal Shaft
• Microswitch 8 directional control
• 12 Month warranty.
£14.95
R.A.T. Remote Action Transmitter
• Infra Red transmission
• Touch control
• No extra software required
• Compatible with all software
£19.95
Cheetah, products available from branches of
Dixons Harrods John Menzies
LASKYS WHSMITH
High St. Stores and all good computer shops or direct from Cheetah.
Prices include VAT, postage & packing.
Delivery normally 14 days.
Export orders at no extra cost.
Dealer enquiries welcome.
ACCESS
C16/Plus 4 Joystick Adaptor
Commodore Joystick Adaptor for connecting C16 and Plus 4 Computers to most joysticks including Cheetah 125+ and Mach I+
£2.75
Cheetah Marketing
CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527
CU5



Big Daddy and Giant Haystacks were never like this.



The Japanese wrestler throws his opponent out of the ring.

TAG TEAM WRESTLING

64/128
DATA EAST
Price: £9.95/cass



Average wrestling game with 'Karate Champ' thrown in.

US Gold have now decided to release two long overdue conversions of two popular coin-up beat 'em ups, *Karate Champ* and *Tag Team Wrestling*.

The main event on the tape is *Tag Team* which is roughly a year old in the arcades. The decision on US Gold's part to release a Wrestling sim is something of a strange one, as we already have an almost flawless one on the market in the form of Epyx's *Championship Wrestling*.

The objective of the game is to obtain the undisputed title of 'Superchampion'. To do this you and your partner must win forty or so, consecutive bouts. The team you belong to are 'Ricky's Fighters'. The two members are Ricky and Ultramachine, who despite how ruthless they may seem when dealing with scum in the ring, they still spend their free-time helping old ladies, like the Ed, across the road. Their opponents in complete contrast are 'Strong & Bad', which also happens to be their name. The S&B team consists of Worly and Mascross, whose part-time hobbies include mugging babies (*Nice guys — Ed*).

There are eight different ways of making your opponent squirm in pain:

Body bash: Sprint towards your opponent and flop your full weight on to him. Big Daddy splosh style.

Drop kick: Bounce him off the ropes and have your feet waiting to greet his ugly mug.

Body slam: Pick your opponents up and put Newton's theory of gravity to the test.

Back drop: Pick up Worly or Mascross, fall backwards and use them to break your fall.

Back breaker: Do I really have to spell this one out?

Neck hanging: Twist his neck into a very painful position and wait until he submits, or his partner comes to the rescue.

Body slam: Up, up and awaayee!

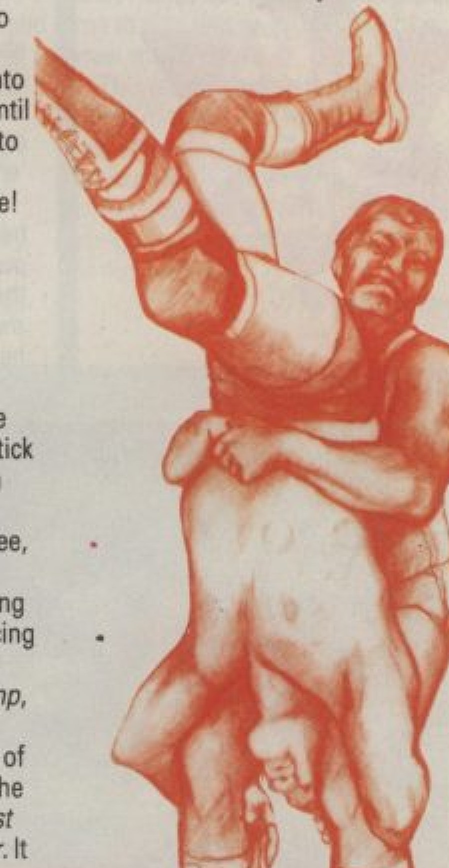
Secret move: This is only accessible when the opponent is flashing, each opponent has a different secret move (as I discovered painfully!).

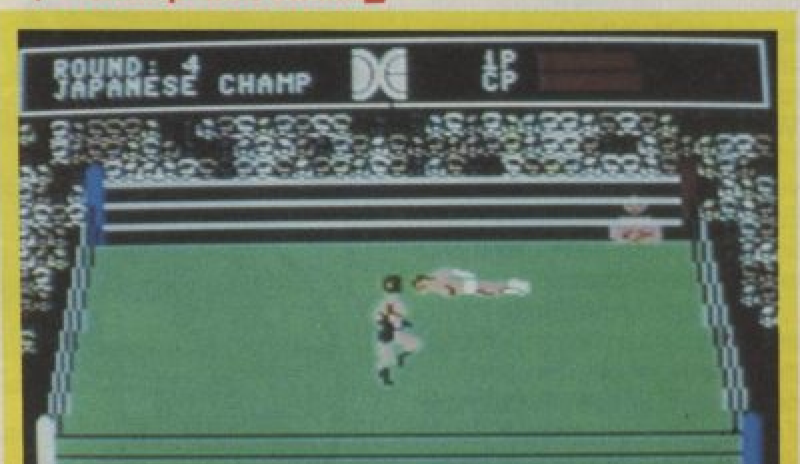
The moves are accessible by grabbing the opponent via the fire button, and then moving the joystick in the required direction. To win a bout you must either pin your opponent down for a count of three, when his energy is low, or simply wait for him to release an agonising cry of "Give up!" by simply reducing his energy to zero.

The second game, *Karate Champ*, is a major landmark in computer software, for this is the godfather of all beat 'em ups. This game was the inspiration for classics such as *Fist* and stinkers such as *Ninja Master*. It is in every way similar to Fist and Co by now a mediocre one on one beat 'em up. Not exactly brilliant but it might give a die-hard a couple of hours of entertainment.

Despite the fact that *Tag Team* has a two-player game and a free beat 'em up it still doesn't come within spitting distance of the Epyx wrestling sim. Neither the graphics, sound or gameplay come close but maybe those of you who have now worn out *Championship Wrestling* may feel inclined to give this a shot.

Ferdy Hamilton





Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6
Overall

AUF WIEDERSEHEN

64/128
Price: £9.99/cass
£14.95/disk

C.U. Screen Star

I like platform games. There, I've said it — and I don't care if that sounds like the most untrendy thing you've heard since the Eurovision song contest.

After all, what was *Impossible Mission*, if not a platform game — aside from also being the best computer game ever written.

Auf Wiedersehen Monty is just about good enough to get you to dig all those old platform games out of the cupboard and end the current obsession with mega-death shoot 'em ups.

The furry little villain who is the hero of the games escaped from his pursuers on a cross-channel ferry at the end of the last game — *Monty on the Run*. Now the mole has decided he is tired of running and wants to settle down. No, not to an anonymous bungalow in Eastbourne. Our Mont has his eye on his own private Greek island. Of course that's going to cost some cash so the little blagger decides its time to start ducking and diving again.

In *Auf Wiedersehen Monty* he has two ways of earning money — One — by simply collecting the objects scattered around the screen.

This is fine for expenses — but for the real big, Isle of Montos-buying dosh, our hero has to trade in a few scarce international commodities.

I detect a wicked sense of humour at work in Monty. It had me chuckling all over the place. Take the trading for example — apparently Juventus, only one of Europe's richest clubs, need to buy a football. People are also starving in the food queues of Czechoslovakia so Monty makes a killing running them Danish bacon. As if that were not bad enough the Mafia have turned all arty and are prepared to offer the rodent a fortune to bring them the Mona Lisa.

The map of the game resembles very closely the actual map of Europe though I did notice one odd sounding country down Bulgaria way called — 'Moledavia'.

The method of travelling is the usual hop, skip and jump — though the game does have a number of new platform features. For example if Monty jumps on the spot it eventually has a trampolene effect — enabling him to make some enormous leaps.

There are also airports in each country which enable Monty to hop into a World War I style biplane and fly off to his next international destination.

The plane sequence is a brilliant idea. It provides a totally separate little game — a welcome relief from the heavy duty jumping and nasty-dodging of the platform screens.

The suddenness of the change in graphics is stunning. One minute you are looking at intricate detail on the platforms — then Monty proffers his airline tickets, presses 'f' on the keyboard and the screen changes to a bright blue sky with fluffy white clouds.

Enter two planes — one with Monty in and one with the enemy. Extra points are earned by nibbling the tailplane of your rival.

The game features some really



Bjorn Borg's tennis ball can be located in Sweden — worth a few bob too it is.



There is plenty of vino in Spain — but our Mont would do well to avoid it.



Yugoslavia takes a bit of getting to — but can be profitable.



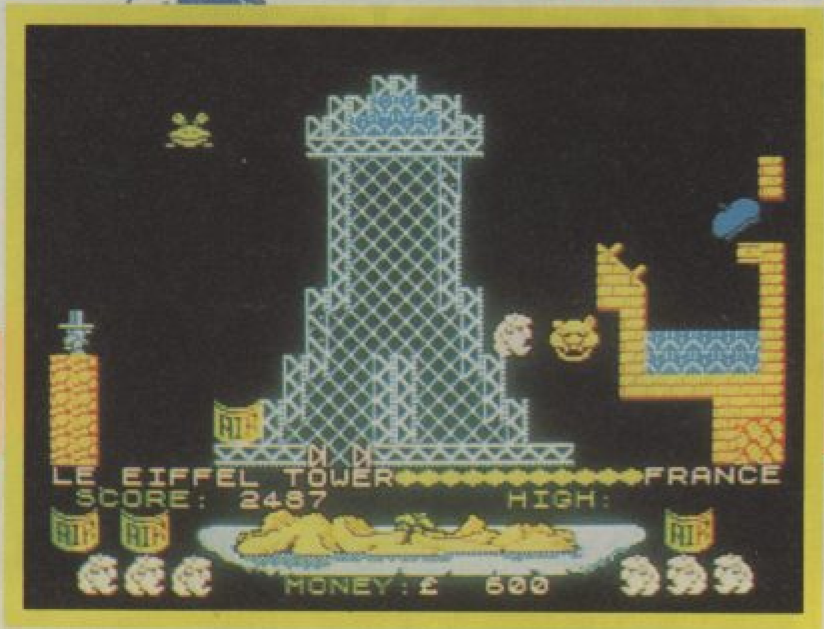
C.U. Screen Star



C.U. Screen Star

MONTY

Ever wanted to shin up the Eiffel Tower — now's your chance.





Back to Spain again — olé.



tough puzzles. Real stinkers of 'how the hell am I going to get out of this and on to the next screen' variety. Just getting out of the first country is intricate enough — involving our hero hanging upside down and inching his way along a series of hooks suspended from the ceiling.

Each of the countries is depicted with famous landmarks and personalities. France, for example, featues the Eiffel Tower and a rather manic looking Toulouse Lautrec (isn't he the editor of C.C.I.?) chasing after you.

One of the iron curtain countries even features a cute-looking Gorbachev. My favourite country to visit was Luxembourg — with its famous radio station. Of course our Mont couldn't refuse going along and introducing himself to the DJ's — puts on a record and starts break-dancing in front of you. Cute.

Switzerland is pretty impressive too — with its mountain car that carries Monty effortlessly through three screens of alpine terrain.

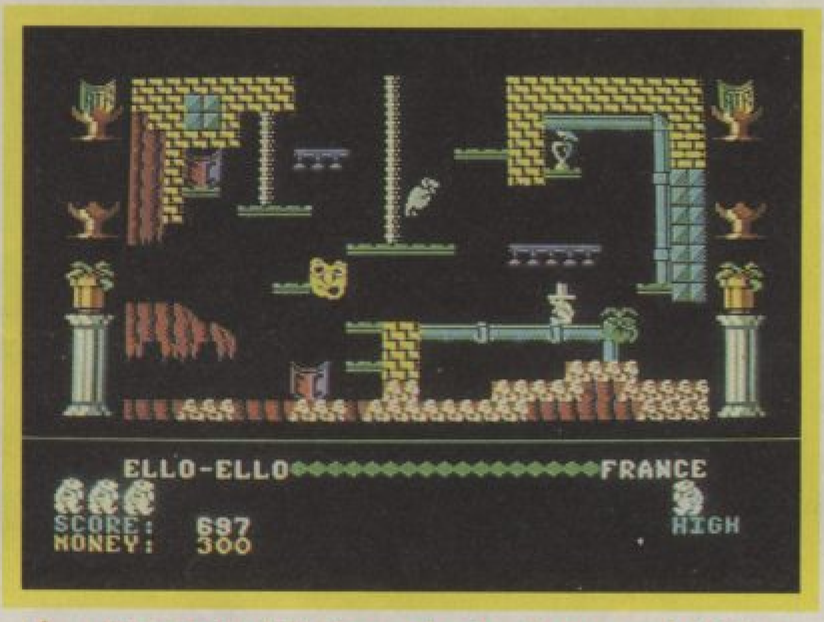
If Monty collects enough dosh and is successful in all his transactions he can journey to Greece to do the business at the Island brokers.

If he has enough money (you are not told exactly how much you need) he disappears off to his paradise isle with a girl on his arm. (Yes, Mole's are sexist too). If he doesn't have enough it's island jail time and start again.

And yes, the game does have a cheat mode but you wouldn't expect me to give that away in the review, now would you?

This is easily my favourite game of the moment. For a change, it's just a good bit of slap-stick fun — a welcome relief from all the heavy, mega death shoot 'em ups that are weighing down the software shelves at the moment.

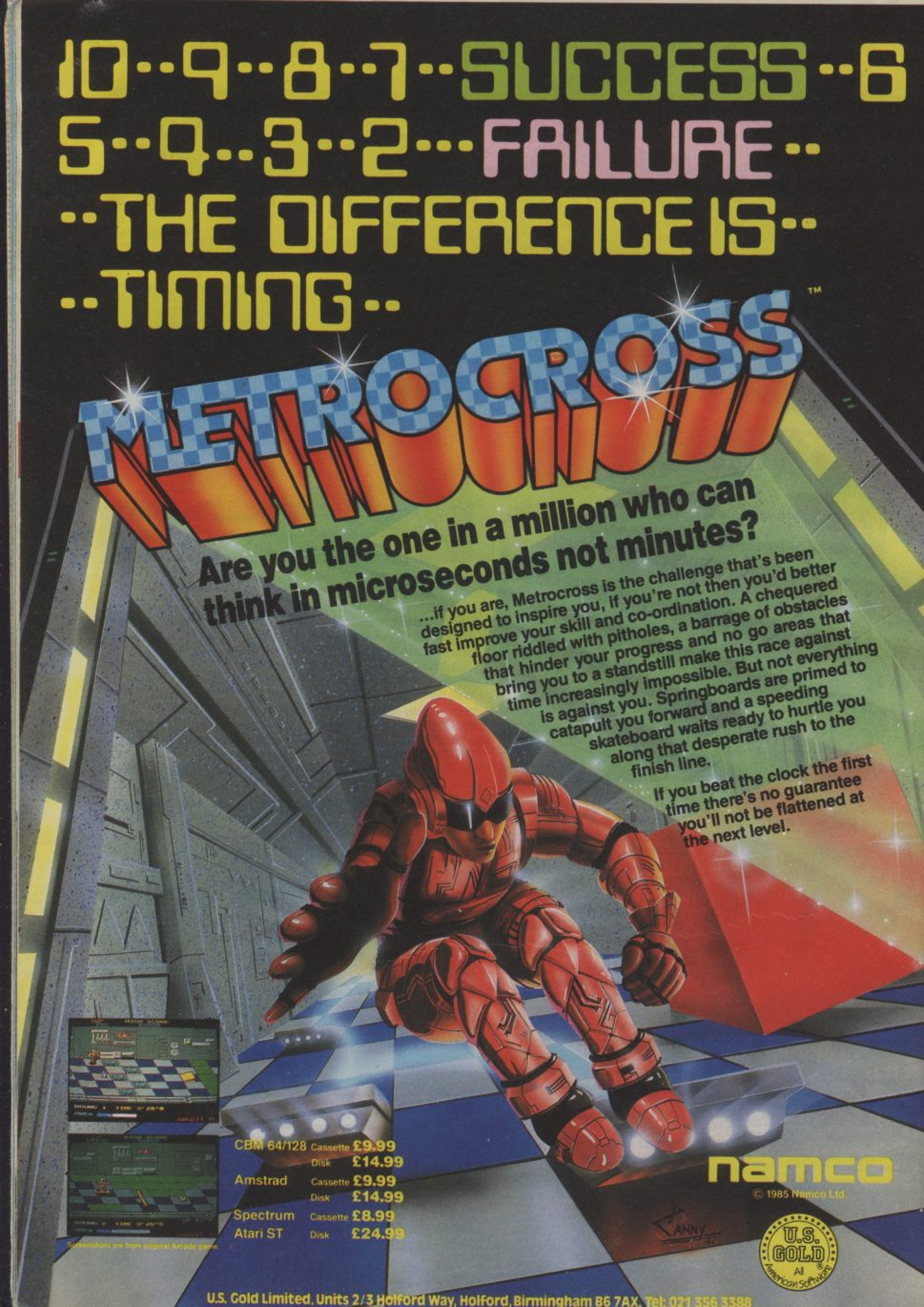
Eugene Lacey



Keep out of Toulouse-Lautrec's way — he's the one with the tall hat.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



10··9··8··7··SUCCESS··6
5··4··3··2···FAILURE··
··THE DIFFERENCE IS··
··TIMING··
METROCROSS™
Are you the one in a million who can think in microseconds not minutes?
...if you are, Metrocross is the challenge that's been designed to inspire you, if you're not then you'd better fast improve your skill and co-ordination. A chequered floor riddled with pitholes, a barrage of obstacles that hinder your progress and no go areas that bring you to a standstill make this race against time increasingly impossible. But not everything is against you. Springboards are primed to catapult you forward and a speeding skateboard waits ready to hurtle you along that desperate rush to the finish line.
If you beat the clock the first time there's no guarantee you'll not be flattened at the next level.
CBM 64/128 Cassette £9.99
Disk £14.99
Amstrad Cassette £9.99
Disk £14.99
Spectrum Cassette £8.99
Atari ST Disk £24.99
Screenshots are from original Arcade game
namco
© 1985 Namco Ltd.
U.S. GOLD
All American Software
U.S. Gold Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

• ROGUE TROOPER

64/128
PIRANHA
Price: £9.95/ cass £14.95/disk

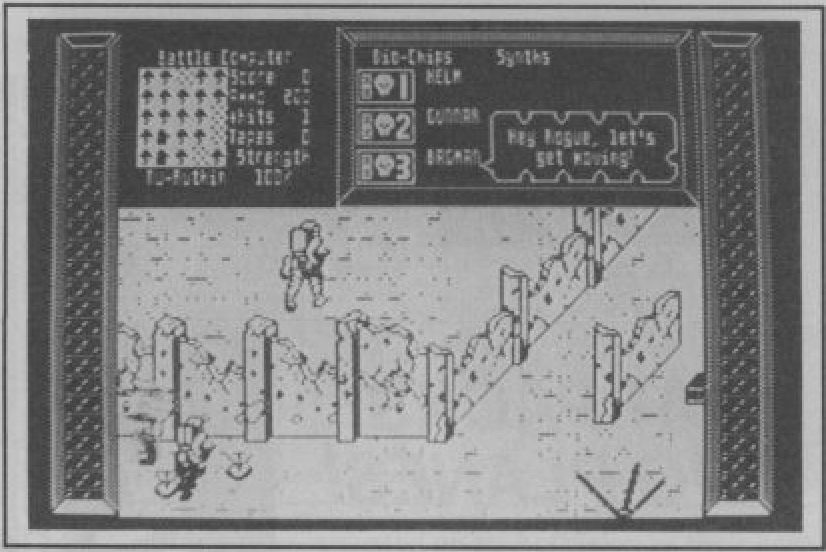
If you don't know who Rogue Trooper is you must have gone seriously wrong somewhere as far as your reading material is concerned. I suggest you get straight back down to the newsagent and pick up a copy of the galaxy's most zarjaz comic, 2000AD — only 20p Earth money.

Trouble is, Rogue doesn't make too many appearances these days so some back numbers of the graphic novels might be necessary.

Rogue Trooper is the only survivor of a regiment of Genetic Infantrymen — GIs, betrayed to the Norts and slaughtered in the Quartz massacre. Of all the combatants on Nu Earth, only Rogue can breath the deadly chem-clouds that pollute the atmosphere.

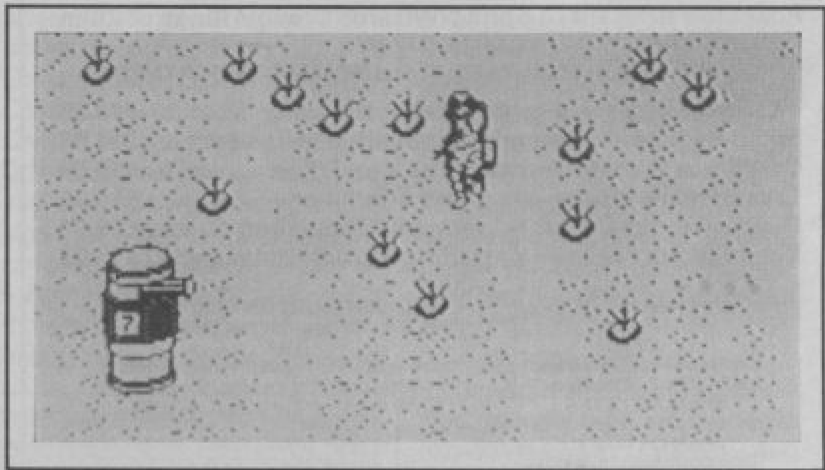
These days no one much cares who the traitor was. It would cost a lot of time and money to track him down and there's a war to fight. But the Authorities at Millicom hadn't figured on Rogue Trooper — a man with a grudge to bear if ever there was one. Rogue intends to track down eight Vid tapes of the drop on the Quartz zone filmed by Millicom's security satellite. Only these tapes, cased in concrete for protection, can provide the hard evidence needed to identify the traitor.

Rogue is not alone. His buddies, Gunnar, Helm and Bagman, killed in the Quartz massacre, have been stored on bio chips and installed in parts of Rogue's equipment — guess which.



Naughty Norty — creeping around like that.





Spartan monochromatic graphics — well that's No Earth for you.

That's what the game is all about, it sticks pretty closely to the original storyline. You control Rogue and must collect the eight vidtapes and take them back to Millicom HQ. The battlefields of Nu Earth are similar to 3D landscapes to be found in other games like *Underworlde* and *Knightlore*, and overall, not entirely dissimilar to *Who Dares Wins.*

The bottom line is that you run around shooting everything that moves — mainly enemy Norts, but Southers too — they don't much like deserters. In addition to the vidtapes you must collect ammo boxes and medikits, your 100 percent energy rating will soon deteriorate when you've taken a few hits.

Your buddies Helm, Gunnar and Bagman are quick with the advice, regardless of whether you need it or not. Their comments are displayed alongside the battle computer accompanied by a beep:

"Stop stallin', we've got a war to win."

"Yeah, and a traitor to catch."

"Hey Rogue, let's get movin'."

"Last medikit used Rogue."

"Look out for more ammo and medikits."

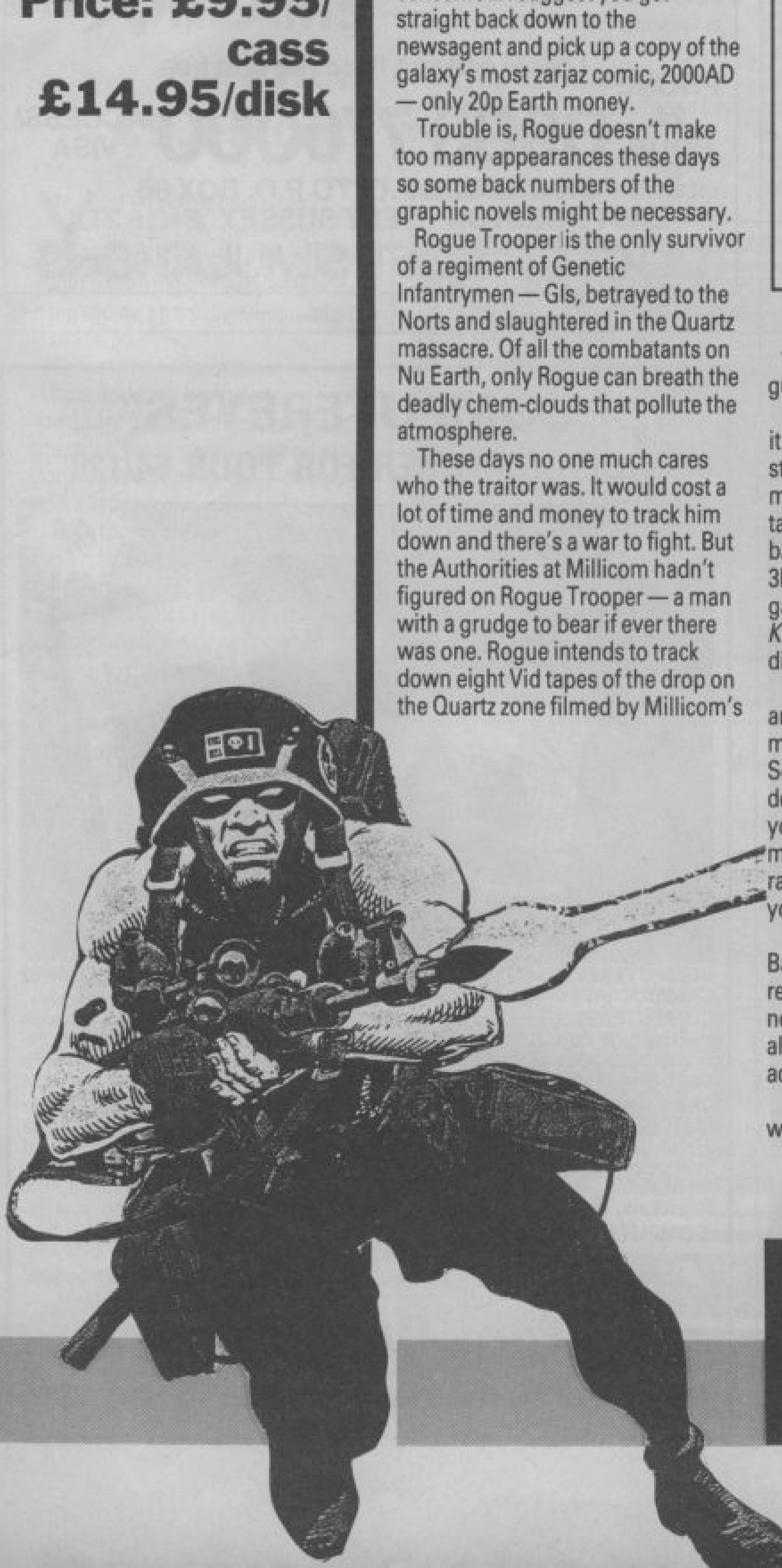
"Try behind that wall, Rogue."

Loneliness is one thing you don't have to worry about. The battle computer provides some additional information. The plan is too vague to be of much use, but it's handy to know what your strength is, how many medikits and rounds of ammo you have left, and of course, what your score it.

Enemy troops aren't the only hazard. The terrain can be unfriendly, minefields and pill boxes being just a couple of the problems you will encounter. The secret is to make sure you have a good supply of medikits to deal with those unexpected little explosions.

Superficially, *Rogue Trooper* doesn't look amazingly different to *Rambo, Commando* and *Who Dares Wins*, apart from its complete lack of colour. But the Rogue Trooper storyline, which closely follows its comic counterpart, gives it an added dimension. Adjust your circuits for somewhat less than 100% thrill power though.

Ken McMahon



Rating	Score (1–10)
Graphics	5
Sound	6
Toughness	6
Endurance	8
Value	7

6 Overall



Naff film — snapped up by Activision as their next 'big' film game. What about Crocodile Dundee?

BIG TROUBLE IN LITTLE CHINA

64/128
ELECTRIC DREAMS
Price: £9.95/cass

You've got to hand it to Electric Dreams — they certainly know a thing or two about capturing the very essence of a big movie and squeezing it into the humble 64.

Give them a blockbuster like *Aliens* and they bring out a computer game with atmospheric graphics, tense gameplay and a good dose of on-the-edge-of-your-seat suspense.

Give them a gigantic turkey like *Big Trouble in Little China*, and what do you get? Yep, a Big Heap of Little Chinese Rabbit Droppings. No-one can accuse them of not being faithful to the original.

The plot is standard Fu Manchu hokum with a lot of twaddle about green-eyed girls and a villanous Mandarin called Lo Pan. You've got to infiltrate Bed Pan's underground hideout, beat up a lot of Oriental nasties and rescue the girls. While you're doing it you can ask yourself whether the Chinese ever get tired of being typecast as either rice-picking peasants or evil meglomanics with long fingernails.

Your task force comprises three characters — the macho Yank Jack Burton, the Martial Arts expert Wang Chi (don't say it too quickly!), and the mystical magician who floats around on a cloud, Egg Shen. You can switch control between the three at will, and while you're moving one, the other two will follow automatically.

At the start, each character is unarmed, and so in combat Jack Burton uses his fists, Wang his hands and feet, and Egg fires magic bolts from his fingers. In practice, however, the combat sequences are all remarkably similar, whoever is doing the fighting.

Play commences, somewhat perversely, by hitting the Pause key (this isn't indicated in the instructions) and then moving your gang of three leftwards across the screen. The first level is set in the streets of San Francisco's Chinatown. You can tell at once it's Chinatown because there are Chinese hieroglyphics on the walls. Otherwise the scenery is made up of endless brick walls and empty storefronts. Realism? My hat, you can almost smell the chop suey.

For quite a while you watch the threesome amble through this uninteresting landscape, looking for some action, until at last you spot a threatening assailant approaching from the left. From the way he's prancing up and down on his tippy-toes he's either a deadly kung-fu assassin or Rudolf Nuryev. But ol' Wang isn't going to pass up the chance of a bit of one-two, whoever the guy is. A couple of kicks to the head, and the ballet dancer vanishes in a puff of smoke. Either that or he cowardly hops off the screen.

Sometimes the henchmen carry guns, sometimes little sticks, and in between there's lots of walking past brick walls. Eventually, though, your team arrive at the sewers, where the yellow bricks are replaced by blue ones, and a few pipes have been thrown in for good measure.

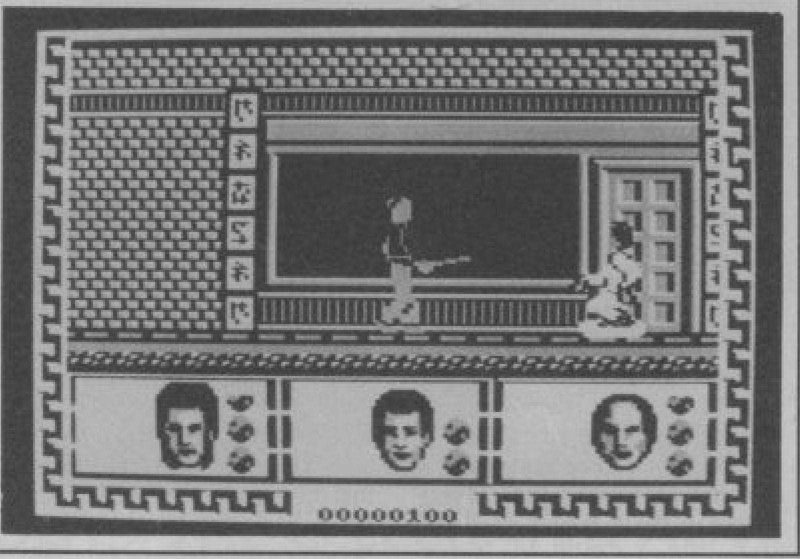
The same motley collection of baddies awaits in the sewers, the combat is an uninspired as before (but then, with only three fighting moves what do you expect?), and now you've got the problem of the sewer monsters to contend with.

These are large Chinese dragons which lunge out at you from empty doorways. You can't kill them, so you'll have to jump over them. This doesn't seem to make very much difference on the whole, and slowly but surely your three heroes lose energy and die. Game over.

Hang about. Where are all those swords, guns and potions you've heard so much about? Where indeed. Maybe they're all hidden in Pun's headquarters, if you ever get there. Maybe they got left out due to memory restrictions (joke).

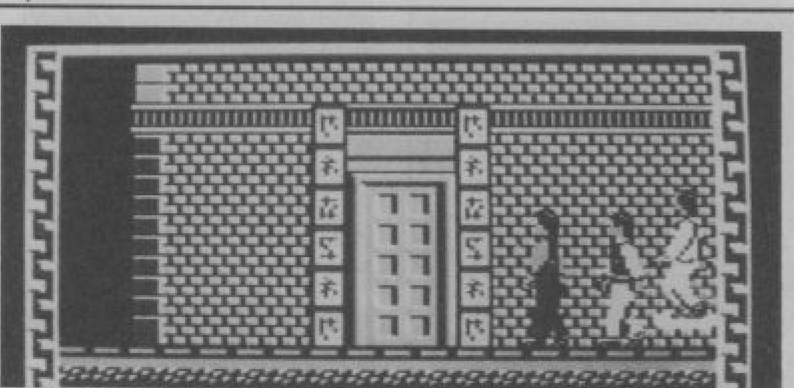
So, there you have it, and, as Barry Norman might say, you can keep it. A licensed game based on a lemon, and coming out six months too late, Big Hype about Precious Little is a dull, insipid little game, a pale imitation of the kung fu beat 'em ups we've all grown to hate.

Bill Scolding



Kung Fu champ — Wang Chi — shapes up.

Nasties queue up for the hill.







◀ What is it about soccer that makes software houses produce so many naff games based on it? Another excruciatingly bad footy game.

● SUPER SOCCER

64/128
IMAGINE
Price: £8.95

There's no reason why we shouldn't all be looking forward to a new football arcade game, no reason unless it happens to be a completely unplayable conversion of a poor Spectrum game.

Read the instructions and your hopes, like mine, will be instantly raised. The talk of 'controlled chipping', 'lob at 45°' and 'low straight drive' suggests that you are just about to play a pretty sophisticated video representation of our national game. Loading up reinforces the impression. You get a rousing version of "Here we go" from SID, the game's most loyal supporter, and some neat easily-used options screens. But just you try and have a thumping good game of togger on it. Someone ought to warn the Pools Panel that they should be sitting.

It all comes as a shock when after following all the neat option bars that allow you to select a team, overwrite other teams, change strip colour, pitch conditions and choose how long you want to play by toggling the F keys, you are presented with several rather crudely drawn coloured blocks standing on a pitch which slopes more steeply than the one at your local park.

You persist in the hope that none of this matters and you'll still have a good kickabout anyway. So, feeling grand you enter the tournament only to find that most of the games don't get played, they simply fill themselves in when you press F7. Still, you struggle on only to find that the approach is far below the standard of that old vet Andrew Spencer's *International Football.*

Despite all the promises of close ball control and ability to kick the ball in different ways, the game degenerates into a shambles in which even the computer doesn't quite seem to know what's going on. Players stand still, clearly dumbstruck by the problems thrown at them by the programmers.

Above the pitch a panel displays the team's names and three indicators which show you how much speed and force you're using. This is crucial to the game, because as you push the joystick and make the player run in one direction with the ball, the meter builds up. The effect of this is that when you try to stop, your player simply continues charging across the field belting the ball ahead of him like a lunatic whilst everybody else watches him in disbelief. That might do for Wimbledon but it's no good to me.

The controls are so utterly fiddly that you may spend a long time simply trying to pick the ball up and go anywhere with it. In days of old on *International Football* the computer would simply whip the ball off you stick it away at the other end — Super Soccer's side seems quite bored with the whole thing. Perhaps Imagine bought the Ninja Master squad.

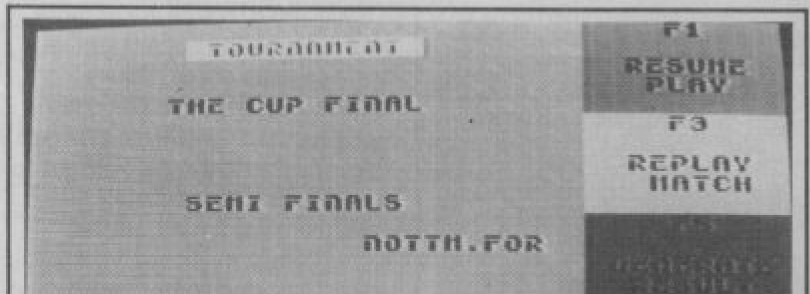
When the ball goes off for a corner the screen changes to a diagramatic aerial view of the pitch and you can move players Subbuteo-style to take advantage of the situation. It's a nice idea, but in practice it seems to make little difference to the gameplay.

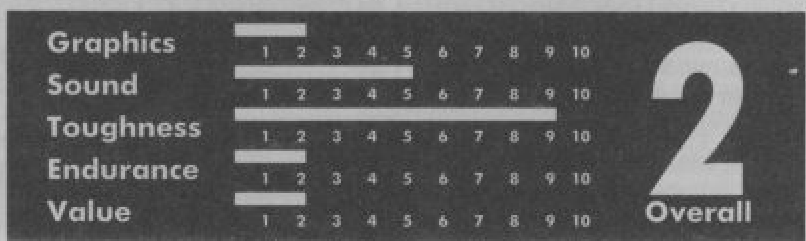
Another nice touch is the penalty shoot-out that takes place if the game fails to produce a result (and it often does due to the incompetence of both sides). Whether you'll be able to belt the ball home like Ray Stewart is another thing. That requires a very special skill.

Super Soocer is a footballing tragedy, the kind of game that makes you wish that David Bulstrode would turn his greedy attention away from Craven Cottage long enough to buy Imagine and build a supermarket in its place. Seriously, though, it's a very poor copy of *International Football* and one that fails to improve on that four-year-old game in any way. Save your money for the turnstiles.

Mike Pattenden

▼ Surprise, surprise — Mike's favourite team are in the quarter finals.





INCENTIVE

FOLLOWING THE EXEMPLARY GAC — INCENTIVE NOW PRESENTS FOR THE COMMODORE 64

THE KET TRILOGY

BY MIKE NELSON AND RICHARD McCORMACK



✻ THE KET TRILOGY – THE CELEBRATED ADVENTURE CLASSIC ✻

THE STORY SO FAR…

The Lords of Ket rule a strife-torn land where magic and mayhem are common place. Raiders from the east sweep in and devastate the countryside, spurred by the villainous Priest-King Vran Verusbel, arch-mage of the cult of mad monks and by the beautiful, though utterly evil, Priestess Delphia.

Unjustly condemned for a murder you did not commit, you have been offered the chance of escaping the hangman's noose by undertaking a perilous quest. Naturally you accept, but to ensure your loyalty to the cause, the Lords have placed a magic assasin bug on your neck, ordered to sink his poisonous fangs into you at the slightest sign of cowardice.

Poised at the brink of the unknown village, you stand alone with the daunting mission be ore you. . With just a handful of coins, your trusty sword and the will to succeed…

Your task is to travel beyond the mountains and then underground via Vran's Temple to the ultimate confrontation with Vran himself, penetrating his inner sanctum, beyond the Guardians of the Gates…

THE THREE ADVENTURES TOGETHER FORMING THE CLASSIC AND COLOSSAL KET TRILOGY

MOUNTAINS OF KET

TEMPLE OF VRAN

THE FINAL MISSION

incentive SOFTWARE LTD

THE KET TRILOGY Series of adventures are available from leading Software Dealers nationwide. In case of difficulty, please use our fast and efficient mail order service.
PLEASE NOTE Each part of the Trilogy is a COMPLETE ADVENTURE IN ITSELF which can be played totally independently of the other two.
REGISTERED OFFICE 2 Minerva House Calleva Park Aldermaston Berks RG7 4QW
TRADE AND CREDIT CARD ORDERS Telephone direct (07356) 77288

PRIORITY ORDER FORM

Please rush me the titles as indicated for my Commodore 64/128

THE KET TRILOGY	TAPE £7.95 ☐	DISC £9.95 ☐
THE GRAPHIC ADVENTURE CREATOR	TAPE £22.95 ☐	DISC £27.95 ☐

I enclose cheque/PO or please debit my credit card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Name/address ____________________

INCENTIVE SOFTWARE LTD 2 Minerva House Calleva Park Aldermaston Berks RG7 4QW Tel: (07356) 77288



The torture chamber in the dungeons — there's something nasty on the rack.



The Outer Courtyard of the Palace.

THE LAST NI

It's been eighteen months and two programming teams in the making, but System 3's *The Last Ninja* is nearly completed. Mike Pattenden was granted an exclusive preview and got a history lesson as well.

When System 3 christened their game *The Last Ninja* they did it for a reason. "We wanted it not just as a title about one character," says the game's designer Tim Best, "But to suggest a conclusion, a climax." The idea is really that the program becomes the zenith of martial arts games.

For that reason you get none of that chopping firewood guff. *The Last Ninja* owes more to James Clavell than Bruce Lee. "It is the tale of Akumani, a legendary sword fighter of the Haein period of Japan — about 900–1175 AD," explains Best. I look up from my pad to try and spot the tongue in his cheek, but he's deadly serious. "I spent months in the Science Museum researching this. The period setting is accurate because it represents the time when Japan returned to a feudal system and power struggles developed between clans and warlords. Things really started hotting up then."

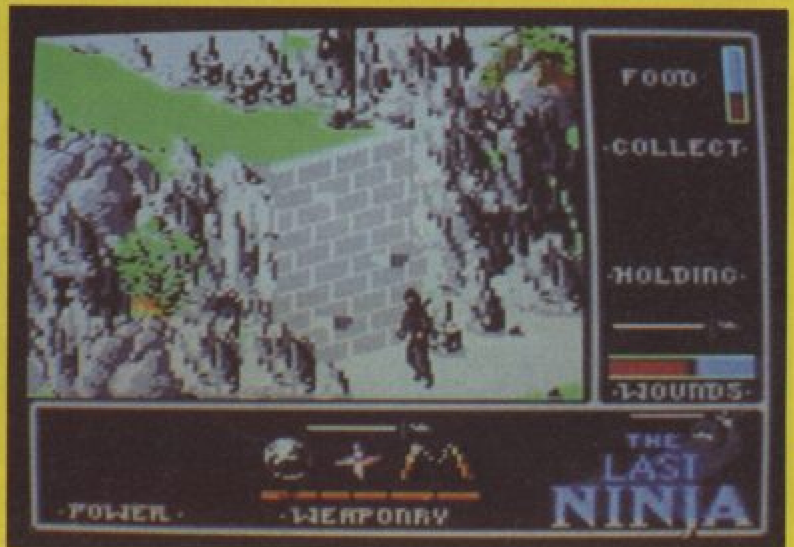
The storyline concerns this extremely powerful shogun who captures the scrolls of the Ninja way and sets himself up on an island called Lin Fen (real) in the Yellow Sea. Ninjas are despatched to retrive the scrolls but they all fail and you, Akumani are the last to try. Fail and Ninja brotherhood will be snuffed out. Yoikes!

The game features six separate locations that act as levels and which load sequentially from tape or disk. The first four sections Wilderness I, Wilderness II, the Palace Gardens and the Dungeons are twenty-five screens large with the final two, the Lower Palace and Courtyard and the Upper Palace reduced to 15. There's an extremely niggley problem to overcome at the end of each level, but there's plenty of hazards to stop you ever getting that far in the first place. These take the form of guards, problems which need solving or items that need collecting. En route through



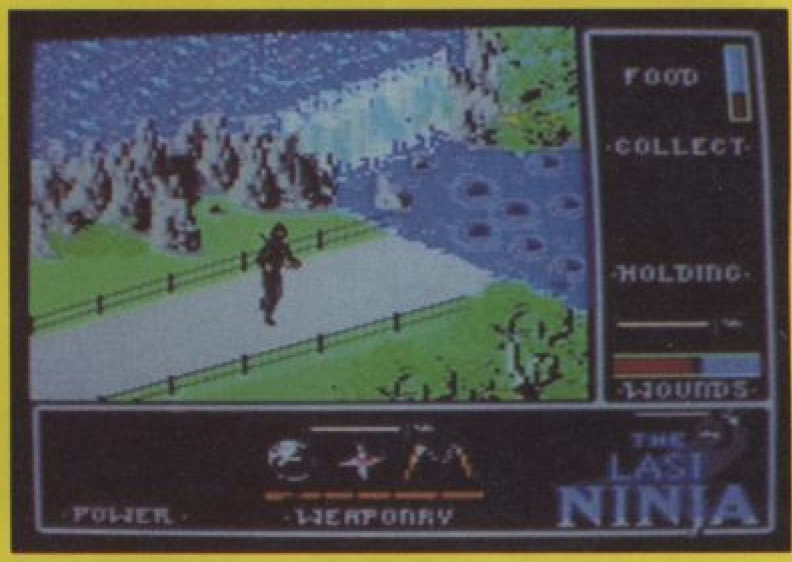
Incinerated by the dragon at the end of level one.

The stone dragons — another nasty hazard.





A samurai appears in the lower palace.



The animated waterfall in the wilderness.

NJA

each location you'll come across shrines or fountains, these should be examined for information. That goes for anything unusual that you find — a body, bloodstains, urns, whatever.

"The emphasis is on feeling and atmosphere in this game," Best points out. "We've added as many adventure and arcade adventure elements as possible as long as they aren't to the detriment of the action."

The action, of course, comes from the feet and fists of the Ninja. He's armed to the teeth with throwing stars, a sword nunchakus and a staff. You can switch between the tools of your trade with a tap on the keyboard. But lashing out wildly isn't enough, you'll need to use some strategy to beat the variety of differently armed guards that you encounter, plus the other nasty hazards which appear throughout the game like spiders, a mad dog and traps.

Just as your energy depletes in beat 'em ups as you take hits so does your strength in this game. However, as with everything else in *The Last Ninja* there's more detail to it than that. Hits are calculated on the wounds metre on the screen by the position of the blow and the weapon with which it was inflicted. Thus a strike to the head with a sword is considerably more devastating than being hit in the body by a staff. The effects of this can be countered *Gauntlet*-style by imbibing food and drink found lying around the locations to restore your strength. The cumulative effect is noted on an overall power metre.

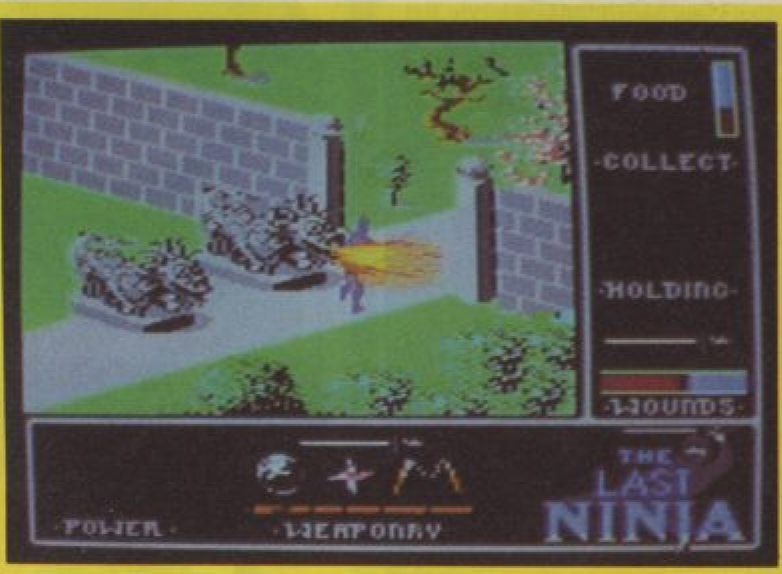
Nothing I have said about *TLN* so far, though, really prepares you for this game. The screen shots tell their own story. The care and attention lavished on it is incredible, but none of it would have the impact it does without the graphics, which are among the best I have seen on the 64. Adventure games have registered this quality, but they're rarely animated, and they never embody the game itself, they merely illustrate it. Special praise must be heaped on artist Hugh Reilly for the quality of the graphics, not simply the beautifully drawn backgrounds, but the animation and the speed with which they're drawn. Every game will be judged in the future by standards set here. There are 1,500 multi-coloured, hi-res sprites in the game's 130 screens.

It is not simply the colours and movement which make *TLN* though. It is the sense of space, the real 3D effect which fills out what could just been pretty pictures. The way your Ninja can walk about the screen is utterly impressive. All that colour could have caused the sprite to override certain objects. Not here, thanks to the genius of John Tweedy, programmer of that little box of tricks, the Expert Cartridge. His memory mapping allows you to do some dramatic things. The way you walk behind the cherry tree and appear realistically with your shape filtered through the leaves, or walk among the bamboo canes or even disappear inside a room you can't see into is brilliant.

And there's more. Twelve different sets of music, six accompanying each location and six for each load! That took two programmers, Anthony Leigh, a Compunet man, and the more illustrious Ben Dalglish.

"The game's 60 per graphics, 40 per cent programming and 10 per cent music," says Best. That totals 110 per cent, but looking at the game that seems to be about a fair sum. There's so much to it that you're not going to finish this at one sitting. No way. Just solving the dungeon section with its criss-crossing maze should be enough to exhaust most people. Get through all the guards and the other unpleasant perils lurking around among the picture-book beauty of this game and you'll still have to beat the big boss at the end — and remember he's read all the scrolls, which makes him one tough cookie. *The Last Ninja* could well be the last word in gaming. Miss it at your peril.

Close to the Palace gardens.



WIN A JVC VIDEO!

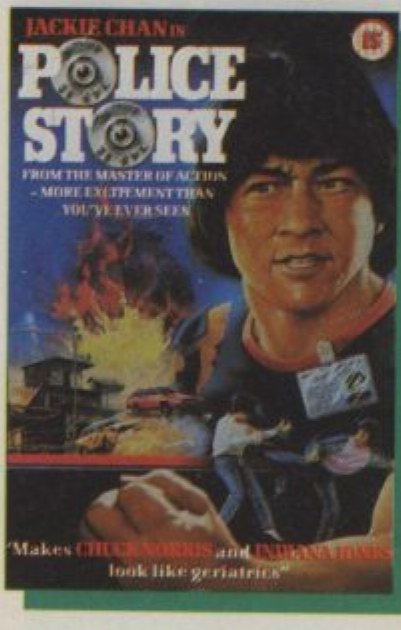


◀ The JVC HR-D170EK, 14 day programmable, Infrared Remotc Control and toast making facility.

WIN

If nothing else The Last Ninja is going to be one of the prettiest arcade games ever to appear on the 64. Add to that the reason for the popularity of oriental beat 'em ups, martial arts films and what else could we give away to mark the imminent release of System 3's The Last Ninja but a video recorder and copies of some of the best contemporary kung fu films to play on it.
System 3 in conjunction with JVC have blagged a beautiful new programmable video complete with remote control, plus copies of Karate Kid I and II, and the latest simulataneous film and video karate release Jacky Chang's Police Story.
30 runners up will receive a copy of the Last Ninja.
How can you lay your hands on such coveted prizes?
Put your thinking cap on and try and remember the names of all the martial arts games that have been released for the Commodore 64.
Make a list of them and then write us an amusing story incorporating the titles of the games.
The winning story will be published in a future issue of CU.
Please fill in the form below and send it off with your story on a separate piece of paper.

CU COMPETITION



Entries should reach us no later then May 26 and should be sent to Last Ninja Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Name..

Address..

....

....

CU COMPETITION



with a space station for refuelling and repairs, that is what you see.

Finally, pressing the space bar presents a map of the battle zone. The map shows the locations of the two star systems — Celos IV and Procyon, with locations of the planets in the system you currently occupy.

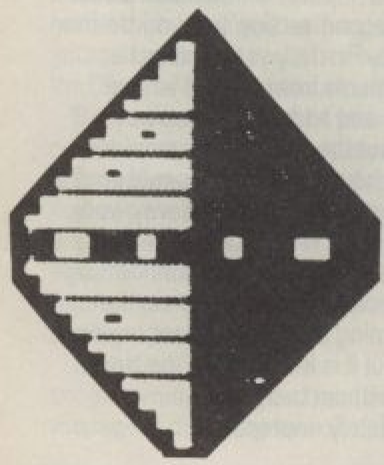
◀ **Your map of the battle zone with the planets in the system.**

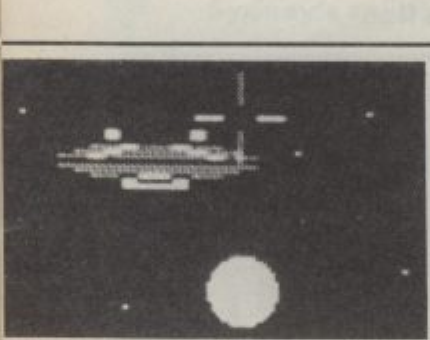
When it all comes down to is a battle of tactics. It's quite straightforward really. The Zylon squadrons are on their way to destroy all the cities on all the planets of the Celos IV system. You must stop them, defend the cities and at the same time hit back at the Procyon star system.

To defend your cities you must first destroy the fly fighters. The fly

• STAR RAIDERS II

64/128
ELECTRIC DREAMS
Price: £9.95/cass
£14.95/disk





Star Raiders II (The Great Galactic Adventure Continues) is, pretty obviously, the sequel to Star Raiders.

Apparently, back in the good old days of Star Raiders I, the Zylons were all but wiped out on account of not being very nice chaps at all. A few of the Zylons, however, seemed pretty well behaved and were allowed to resettle on their home planet. And guess what! They didn't stay well-behaved for long. Under the leadership of Chut — a bitter and twisted Zylon filled with psychopathic hatred for everyone because his parents gave him such a stupid name — they assembled an entire battle fleet in 45 minutes and took to the stars to wreak revenge on their old adversaries.

That's about all you need to know of the politics of the situation. Let's talk about weapons shall we? Firstly, as hardened space pilots will know it is essential to familiarise yourself with the controls of your ship, where all the light switches are, how to use the coffee maker, that sort of thing.

Apart from the domestic stuff there's plenty of dials and gauges about the place. Some are important, others aren't. Most important is the energy gauge. This runs low if you got a bit crazy with the weaponry, or take a lot of hits — particularly if your shields are down. More about what to do in a low-energy situation in a moment.

The weapons bar tells you whether you are using pulse laser cannons or, for ground bombardment, SSBs. There is one other type of weapon — the ion cannon, but this autolocks whenever destroyers appear on screen. The weapons bar is pretty much a waste of time as you can tell which weapon you are using from the target sights.

Pulse laser temperature bars are not much more useful. They tell you when the lasers are about to overheat. When they do overheat, they stop working and you can't fire, but they cool down almost immediately, so overheating isn't much of a problem.

Come to think of it, hardly any of the instrumentation is of any use whatsoever. The tactical scanner tells you if your shields are up, which is worth knowing alright, but what about the rest? What, for instance, does the 'sub space radio monitor do? It makes pretty squiggly lines, as does the 'master computer display' and the 'library computer monitor'.

So much for what you don't need. What you do need is the battle window, which provides you with a view of the outside world. In the battle window you can see a number of different things, depending on what you happen to be doing at time. If you are in orbit over a planet, you can see the planet surface complete with cities revolving below. If there are any around you might also see Zylon fighters and destroyers. If you decide to dock fighter pilots are intensely stupid and copy each other's manoeuvres to the pixel, so if you can get the first one, the rest are a piece of cake. When all the fly fighters have been shot down, you must go for the destroyers — a bit trickier because it takes more shots to finish them off, but no less boring. When the destroyers are gone you occasionally get to have a got at a command ship.

It is essential you defend your planets because if you don't all your cities are destroyed and that's your lot. Every now and then, though, you get five minutes to go and have a bash at the Zylons. It's the old bombing run trick. The planet revolves below you as do the cities on its surface. You must drop the bombs, or surface star bursts, and guide them on to the target with the crosshair sights. It's so tedious I can hardly bring myself to describe it.

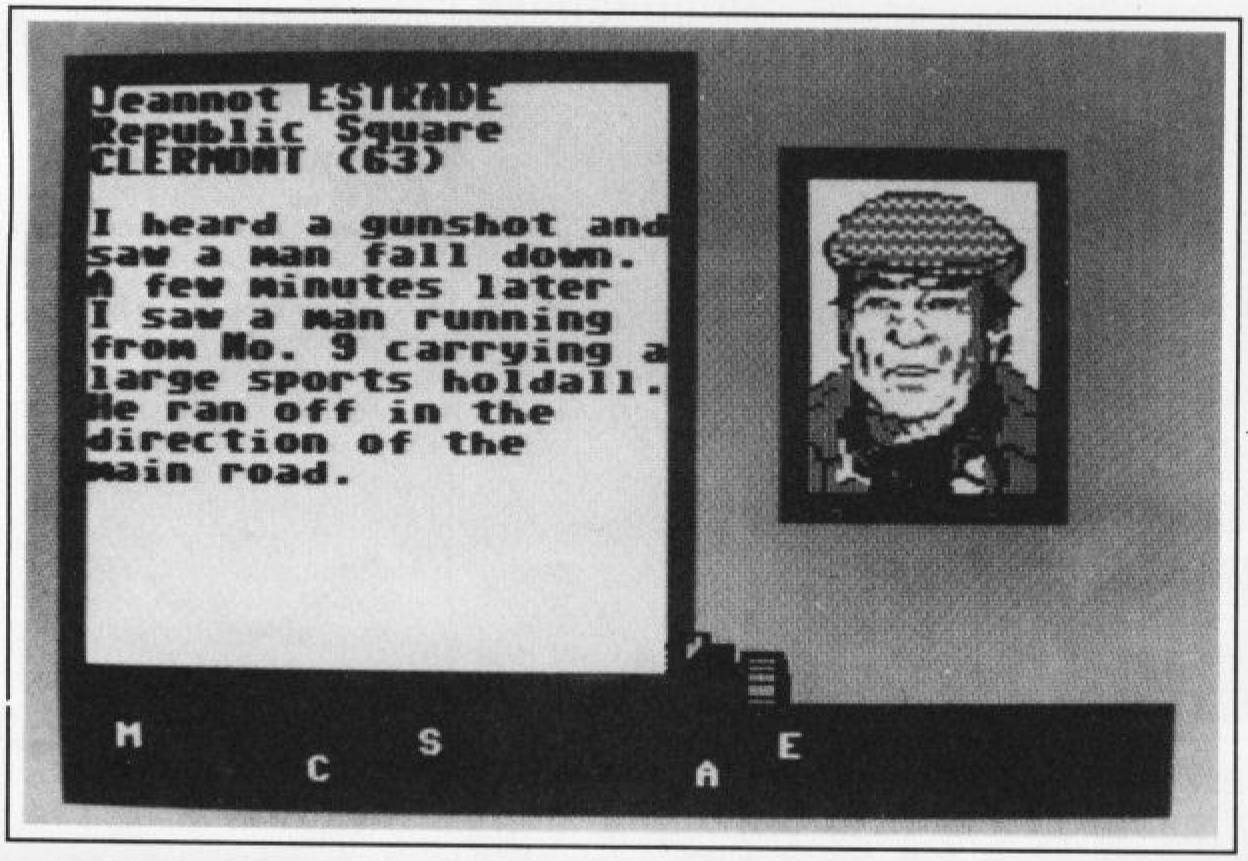
Well, that's about it. In between, you frequently have to hyperspace to a station to stock up on fuel and SSBs. A fascinating sequence during which a yellow diamond scrolls onto the screen and off again.

If Star Raider II had been released two years ago I might have been a bit impressed. As it is it has a very old-fashioned look about it. On top of that the inclusion of loads of boxes with fancy names, but no function whatsoever, makes me very suspicious.

Ken McMahon

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	N/A 1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

3 Overall



A witness to the murder.

The cursor keys let you move to the spot to be photographed. Pressing F7 zooms in on the spot, displays the enlarged view in the window below and puts up notes on the notepad to the right.

Sounds simple, but that only happens if you choose a spot that's got something interesting in it. Most of the time you press F7 and nothing happens. This may lead you to believe the software doesn't work. This is not true, you just didn't know where to look.

Take more photos at the second location, the flat from which the shot was fired. Here are some essential clues. If you found nothing in both locations, you've been playing with a paper bag over your head. If you found Sydney's wallet, opened his briefcase and then went on to discover a fag end, a bullet cartridge and a fingerprint, you're incredibly brainy and need no more help from me. Collect 200 search warrants and go on to the next stage.

The real fun starts here because this is where you get to interrogate people — put that truncheon away. The second section lets you do five things. Firstly, you can collect statements from anyone whose name and address you know. Without the address you wouldn't know how to get there, would you?

It's at this point, by the way, you wish you'd written down the notes you read in the first section. Getting the necessary information at the beginning is essential. Carrying on without it is like going to the North Pole without bedsocks — completely unprepared.

• THE SYDNEY AFFAIR

64/128
INFOGRAMES
Price: £8.95/cass
£14.95/disk



No points for guessing this game is set in Australia — because it's not. No, this is a murder story set in an unlikely town called St Etienne, somewhere in France. A man lies sprawled out on the pavement with a bullet through his head. The bullet came from a fourth-floor window across the street.

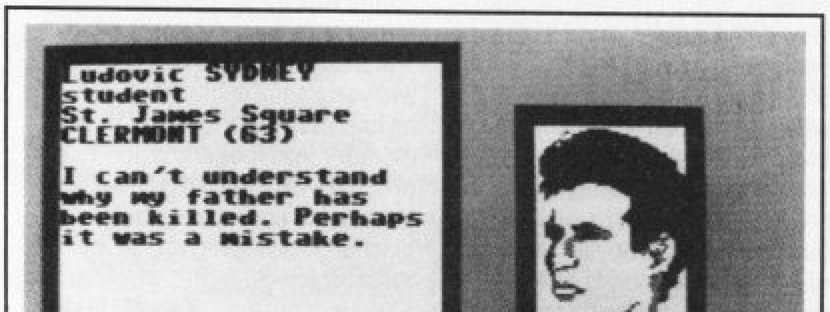
The stiff (sorry, victim) in question is James Sydney, a married man with two children. There's no apparent reason why he should have been turned into a crime statistic. He wasn't a drugs peddler, or an international terrorist, or a Price is Right winner.

Your job as a detective sergeant in the St Etienne Crime Squad is to crack the case. All those evenings watching Hill Street Blues and Dempsey and Makepeace haven't been wasted. If a vacant-brained Yank like Dempsey can sniff out criminals (he usually shoots them) so can you.

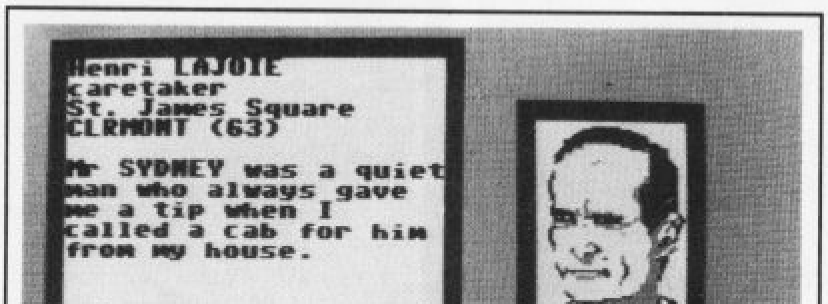
Before proceeding to the scene of the crime, I must tell you that this game was written by Gilles Blancon. Big deal, you say. Well, Gilles est un cop francais, whether he's a PC Ploddeur or one of the dirty raincoat Surètè mob, I don't know. All I know is that Gilles knows a lot about murdeur, as it's known in France. Back to the supine victim (sorry, stiff).

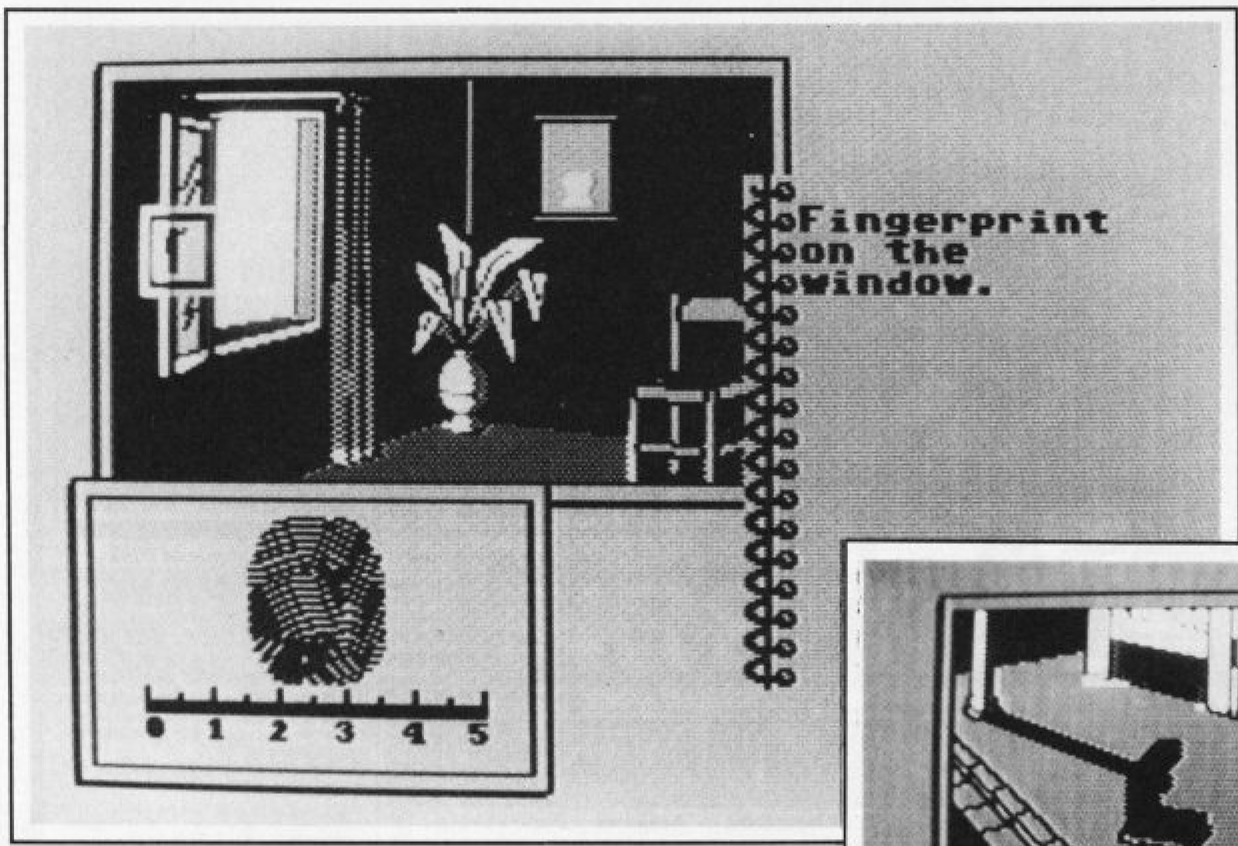
The game loads in two sections. In the first, you must visit two locations and take photographs. Sheer brainpower leads you to the scene of the crime itself, graphically depicted in a window on-screen.

Characters from the game: Ludovic, Sydney's son.



The caretaker at Sydney's flat.

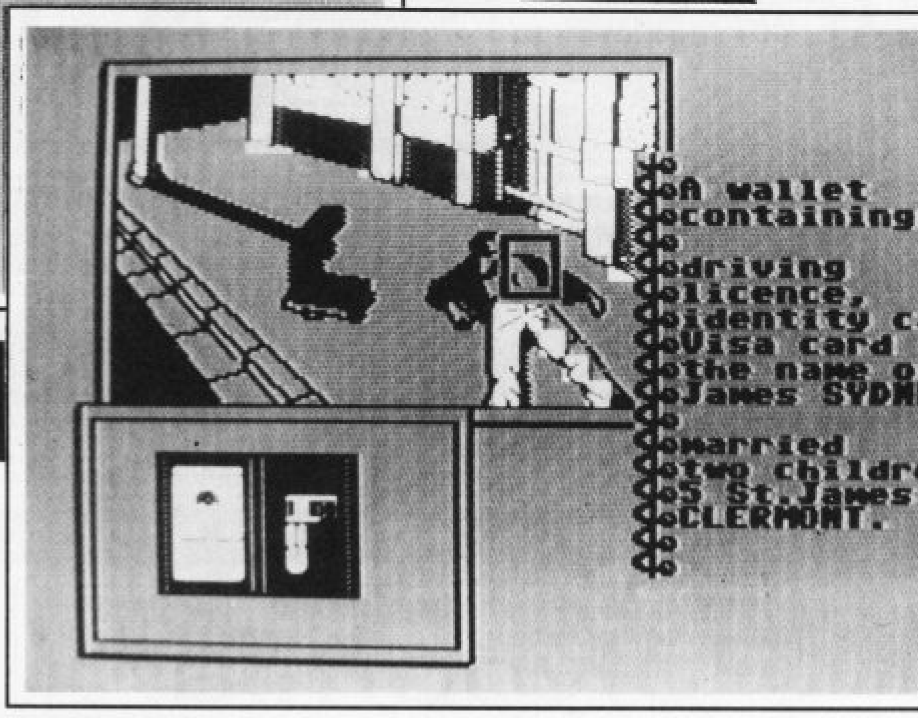




Examining the window provides some evidence.

Who wasted Sydney and why?





You can use the police computer to get information from various official sources. Statements can be compared and ballistic and autopsy reports can be perused. Finally, you make an arrest when you feel sufficiently confident of not being done for wrongful arrest. Don't bother with this if you're imagining yourself as Dempsey. I'm more in the Dixon of Dock Greem mould.

But you'll spend most of your time collecting statements, because this is the only way clues can be dug up. And you must start, clever as you are, with the only witness at the scene of the crime and with Sydney's family. Remember, he had a wife and two children.

Now there's lots of clever programming going on here. If you manage to dig up a piece of information, you can go back and question someone who had nothing to say earlier and, hey presto, they start spilling the beans. Gather together enough material and you can use the Comparison function to corroborate stories.

Take Sydney's wife. She only comes clean about divorce proceedings after you've talked to Decol, Sydney's lawyer. And what's this about photos taken by a private dick called Renard? And just as you were reaching in despair for another Gitane, up comes Tino the greasy, moustachioed Italian. Could Tino be the Latin lover responsible for the divorce proceedings? Was Sydney a manically jealous husband. Were they all just acting out parts from Dallas?

Well, I'm not saying any more. I have, of course, cracked this case and have been nominated for a medal d'Honneur. But it's worth noting that there's quite a few lies being told and that various people aren't as forthcoming with information as they should be.

The program instructions say 'Beware the red herring', but I tried, with little success, to question this red herring to find out how it could have fired a high-velocity rifle.

The Sydney Affair is a pretty enjoyable sleuthing game and it's forgiving on text input. You don't have to type in a whole name or a whole street to get a response.

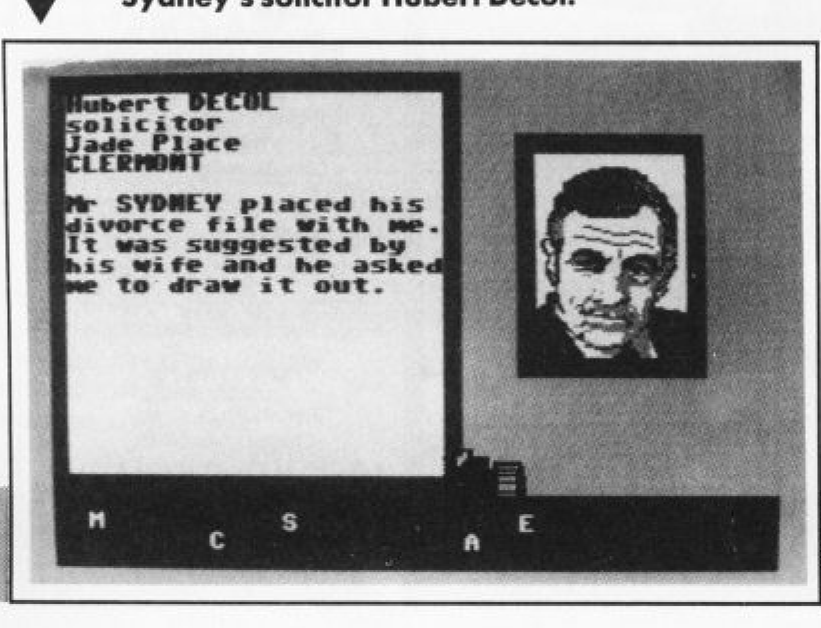
But I have a few criticisms. If you do make a mistake, you simply get the message 'without interest'. That's not always true. You may have got the name right but not the address.

The same goes for messages on the police database. Responses like 'addresses not known' or 'addresses not relevant' are all too frequent. There's simply no attempt to tell you what you've done wrong.

As for the graphics, only the first section with its two locations shows any graphic merit. After that, all you get are the faces of the protagonists. That's rather disappointing, they could and should have done something more imaginative. As faces go, though, they're pretty good. The goodies look good and the baddies seem to have moustaches (this evidence is not admissable in court).

The Sydney Affair should please all of you who sleuthed around in *Vera Cruz*. It's not as difficult but will provide quite a few hours of brain-bashing before you find out why James Sydney ended up in the mortuary.

Sydney's solicitor Hubert Decol.





Bodhan Buciak

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	N/A 1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

● AMAZING NEW 'TOTAL BACKUP' CARTRIDGE FOR COMMODORE 64 AND 128 (IN 64 MODE) ●

TAPE TO DISK ● TAPE TO TAPE ● TAPE TO TAPE ● DISK TO TAPE ● DISK TO DISK

HARDWARE TRANSFERS MULTI-PARTS ● DUMPS HI-RES SCREENS

NEW ACTION REPLAY V.3 FROM DOSOFT UNSTOPPABLE 'TOTAL BACKUP' CARTRIDGE

OUR NEW INNOVATIVE HARDWARE AND SOFTWARE COMBINATION GIVES YOU MORE POWER, MORE FEATURES, MORE FUN!!

Action Replay V.3 is now more powerful, has more features and will back up more programs than any competing cartridge! It handles the latest protected games!

Just plug it into the expansion port then press the Magic Button! Our new hardware design makes this absolutely unstoppable. Now you are in complete control. Tape to tape. Tape to disk. Disk to disk. Disk to tape. No special knowledge is required. It tells you exactly what to do. It's so friendly– and it's a lot of fun too!

Become invulnerable! Action Replay V.3 now has a SPRITE KILLER. Play weird games! The unique SPRITE MONITOR lets you save sprites from one game and load them in another! The mind boggles!



Nothing else offers all these features at this price!

■ Mega-Freeze
Freeze and save ANY working program—the Magic Button is unstoppable—unlike other cartridges. Also it is now undetectable by software!

■ Independent
All programs reload without cartridge—and at turbo speed —tape or disk.

■ Extra Fast
Make all backups at Turbo Speed—much faster than rival cartridges. Dual speed Tape Turbo is up to 3 times faster than commercial Turbos 10 times faster than Commodore.

■ Super Compact
Intelligent compacting techniques minimise program size into single files. Save 3 or more per disk side.

■ MultistageSaves
Transfers MORE multistage loaders from tape to disk than any other. And all parts Turbo load—another feature unique to Action Replay.

■ So Easy to Use
Action Replay V.3 is a delight to use. All functions described on screen. No user knowledge is required.

■ SpriteControl
Unique Sprite Monitor lets you disable them. Save them! Change them!! Customise your games!!!

■ Picture Save
Unique! Save ANY Multicolour Picture, including title screens. Compatible with Blazing Paddles, Koala, Graphic Slideshow etc. Built-in Slideshow for tape users.

■ Disk Fastloader
Superb bonus feature loads five times faster. Takes up NO memory.

■ Code Inspector
Look at whole memory—program, registers, etc. Everything you need.

■ Compatible
Fully compatible with Commodore 64, 64C, 128 and 128D in 64 mode, 1541, 1541C, 1570, 1571 and Enhancer Drives, CBM compatible tape recorders, FastDOS, and Turbo ROM—can the others say that???

£29.99 GET MORE FOR LESS! ●

Buy Action Replay with DiskMate in ONE cartridge ONLY £39.99

Action Replay and DiskMate are also available from Datel Electronics

DiskMate Cartridge V.2
This is the way Commodore should have their DOS. Single keystroke commands: e.g. LOAD and RUN straight from directory, and much, much more! Works with all drives: 1541, 1570 and 1571.
● 2 minute complete Backup ● Very fast disk functions ● Invisible ● Toolkit ● 10 second Format ● Powerful 'Floating' Monitor ● SAVE "@Ø:" bug cured ● Takes up NO memory ● Unstoppable reset

£14.99 TERRIFIC VALUE

Buy DiskMate with Action Replay in ONE cartridge ONLY £39.99

100% SUCCESS? WE ASK: WHO'S KIDDING WHO?
Action Replay V.3 will back-up ANY program which ANY other cartridge can—and much more! It also has unmatchable features. For instance, 'Freeze Frame' uses more disk space, saves SLOWER, has a SLOWER tape loader and has NO built-in disk fastloader, NO picture, NO Sprite, NO restart-features, yet costs £10 more!!! So, come on, who's kidding who? If Action Replay V.3 doesn't live up to our claims, return it within 7 days of receipt and you can have your money back!

Graphics Slideshow
View pix from games, graphic packages or loading screens singly or in sequence. 16 pictures per disk. Turboload. Disk only.
LOOKING GOOD AT £4.95

SPECIAL OFFER!
Enhancement and Slideshow on one disk ONLY £11.95

Enhancement Disk
Get even more from Action Replay with this Bonus Disk to back up the new non-standard multi-stage loaders.
GREAT VALUE AT £7.95

Our cartridges carry a twelve month guarantee against mechanical failure.

How to get your DoSoftware
Please send cash/cheque/P.O. with order for fast despatch (SAE only for full details). Send off now to:
DoSoft (Dept CU), 2 Oakmoor Ave, Blackpool, FY2 0EE
UK Postage included. Europe add £0.75, or £2 if order includes Blank Disks. Overseas add £1.50 for Airmail, or £3.50 if order includes Blank Disks.

SUPER SOFTWARE SALE
Buy NOW and SAVE! SAVE! SAVE!

The DoSoft Collection
UNBEATABLE OFFER The latest versions of MegaTransfer, MegaUtility, MegaTape and ProSprite ALL on One Disk
HALF PRICE £12.50 WOW!

DoSoft Super Disk Kit
AS ABOVE but with 12 Xidex Precision Boxed Disks. A great start to get your programs on disk at a giveaway price!
SAVE! SAVE! SAVE! £19.99

Mega MegaTape Savings
OUR FAMOUS Tape-to-Tape utility for one Datassette at an unbeatable price.
BUY NOW £5 BRILLIANT!

Xidex Precision Disks
From the WORLD'S LEADING SUPPLIER—12 Double Sided, Double Density 5¼ Disks complete with sleeves, labels, tabs and FREE high impact plastic storage box
TWELVE FOR ONLY £8.50!

DoSoft

You'll Do it Better with DoSoft

● FAST DISK UTILITIES ● LOADERS ● 2-MIN DISK COPY ● FAST DISK FILE COPY ● FAST FORMAT ●

IF YOU THINK THE 64 IS ONLY A GAMES MACHINE. THINK AGAIN!

Polynomial

A NEW AND EXCITING METHOD OF STUDY FOR THE COMMODORE 64/128

Polynomial is the first program of its kind which offers a DYNAMIC way of learning and studying. However it is not one of those boring question and answer types of Educational Software. Polynomial allows you to put the questions and helps you find the answers. Students of all levels from all subjects could find Polynomial an INVALUABLE AID to their studies.

WHAT DOES POLYNOMIAL OFFER YOU?

Polynomial combines 3 powerful number crunching routines with an EXCITING GRAPHICS facility to form one of the most powerful educational software packages available for the Commodore 64/128.

- ROOTS – Solves linear and non-linear equations and can find both real and imaginary roots. Results can be verified using the powerful GRAPHICS module.
- CURVE FITTING – Calculates polynomials to fit a set of data points. Helps you interpret your data and solve the awkward experiments QUICKLY and EFFORTLESSLY. Plot both the data points and the resultant polynomial on the same screen.
- SIMULTANEOUS EQUATIONS – Can solve up to 34 simultaneous equations easily and efficiently. Equations clearly formatted on the screen. Solutions are calculated in seconds. Enormous potential as a problem solver.
- GRAPH PLOTTING – This extremely POWERFUL module has INCREDIBLE potential for learning. Plot results of all your experiments draw graphs of your polynomial equations and their DIFFERENTIALS, as many as you like all on the same screen. These are plotted on a high accuracy, high-res screen, choose double or single axis graphs.



THIS EXCELLENT PACKAGE IS IDEAL FOR CSE, 'O' LEVEL, 'A' LEVEL AND DEGREE STUDIES AND CAN BE YOURS FOR AS LITTLE AS **£14.95** – UNBELIEVABLE VALUE!

Price INCLUDES detailed manual in an attractive protective case. Postage and Packaging FREE.

SEND FOR YOUR COPY **NOW!**
Write FREEPOST to:

Insight Software Systems Limited

INSIGHT SOFTWARE. FREEPOST PO Box 27, Basingstoke, Hampshire RG22 4BR

Please send me .... copy(ies) of Polynomial

Tick as appropriate ☐ Cassette £14.95 ☐ Disc £19.95
☐ Cheque ☐ P.O.

Name________________________ cu

Address________________________

____

Signature________________ Date________________

Please allow up to 28 days for delivery.

COMMODORE

CASSETTES

at £1.95 each
Twin Kingdom Valley, Jumpman, Basildon Bnd, Lunar Outpost, Doughboy, Juice, Chimera, Willow Pattern, Suicide Strike, Thunderbirds, Supergran, Dummy Run, The Real You by Collins, Spiderman/Hulk, Dark Tower, Star Trooper, Quake Minus 1, Dreibs, Moebius, Imhotep, Outlaws, Combat Leader.

at £2.95 each
One on One, Match Fishing, Staff of Karnath, Touch Type, Arc, Pandora, Grog's Revenge, Potty Pigeon, Skooldaze, Crazy Comets, Monty Mole, Zaxxon, Kong Strikes Back, Tapper, Bombo, Who Dares Wins II, Gyroscope, Fighting Warrior, Flak, Motocross, Jet Set Willy, Monty on the Run, Starion, Rock 'n' Wrestle, Mugsy's Revenge, David and Midnight Magic, Zorro, BC's Quest for Tires, Miner, Spellunker, Journey, Eddie Kidd, Geoff Capes Strongman, Frak, Ghost Chaser, Blackwytch, Pitstop, Mermaid Madness, Questprobe Adventure, Adrian Mole (book + tape).

at £3.95 each
Dragonskulle, Fright Nite, Tigers in the Snow, Knights of the Desert, Law of the West, Congo Bongo, Wizardy, Moon Cresta, Space Shuttle, Critical Mass, Amazon Women, Ball Blazer, Red Arrows, Macadam Bumper, Thing on a Spring, Zoids, Bounder, William Wobbler, Redhawk, Paradroid, Combat Lynx, World Series Baseball, Hampstead, Time Tunnel, Pinball Wizard, Bounces, Adventureland/Secret Mission, Pirate Adventure/Voodoo Castle, Biggles, Surfchamp, Chuckie Egg II, Elektra Glide, Bull Dog, Highway Encounter, Johnny Reb II, Devs ex Machina, Little Computer People, Tai Boxing, Jet Set Willy II, Forest of Doom — Book and Tape, Sigma Seven, Yabadabado, Donkey Kong (cart), Football Manager.

at £4.95 each
The Force, Thai Mig Alley Ace, Adventure Quest, Kettle By Alligata, Lords of Time, Evil Crown, System 15000 (Sec. Ed.), Roboflow 2084 (cart.) Sigma 7 (disc).

at £5.95 each
Winter Games, Superbowl, America Cup, Dragon's Lair, Q-Bert Cartridge, Xevious, Crystal Castle, Kaylef, Boulderdash Construction.

at £6.95 each
Colf Construction Set, Touch Down Footbal.

at £8.95 each
Scrabble, Cluedo & Monopoly.

COMMODORE 64 DISCS

at £3.95 each
Zork I, Zork II, Zork III, Starcross, Deadline, Suspended, Railboss, Superman, Arcade Ext 5 Games, Monty on the Run, Galactic Controller, High Flyer, Number Builder/Puzzle/Chaser.

at £4.95 each
Logo, Ultima III, Chimera/Willow Pattern, Redhawk, Fighting Warrior, Master of Lamps, Decathlon, Red Arrows, River Raid, Rescue on Fractalus, Park Patrol, Pitfall, Pitfall II, Thing on a Spring, Pathfinder, William Wobbler, Web Dimension, Beamrider, Tracer Sanction, Designer's Pencil, Ballblazer, Ghostbusters, Stano, Sold A Million, Critical Mass/Combat Lynx.

at £7.95 each
Murder by the Dozen (RRP £24.05).

COMMODORE 64 COMPILATION DISC OF SIX PROGRAMES INC © £7.95

Disc 1: Turbo 64, Derby Day, Pilot 64, Handy Cap Golf, World Cup, Test Match

Disc 2: View To Kill, Friday 13th, Code Name, Mat II, The Pyramid, Test Match, Beaky & Egg Snatchers.

BARGAINS FROM 1st PUBLISHING

8 BOOKS FOR JUST £9.95 + £2.50 p&p
Normal RRP over £50.00
BARGAINS FROM THE FOLLOWING £8.95 EACH
First Word, Word Prop, First Base, Basic 64, Pascal Lang, Ada Training Course.

C64 UTILITY DISCS BY 1st SEPT SOFTWARE

G-Base The Data Base Management System	£7.99
One Step Utility Cartridge	£14.99
Home and Business Card File	£7.99
Personal Spreadsheet	£7.99
Master Word	£7.99
Family Tree	£7.99

UTILITIES & PERIPHERALS

Neos Mouse RRP £69.96
OUR PRICE CASSETTE £24.95
OUR PRICE DISC £29.95
Include £1.00 P&P

Fassem m/c Lang assembler
RRP £14.95 — **OUR PRICE £2.95**

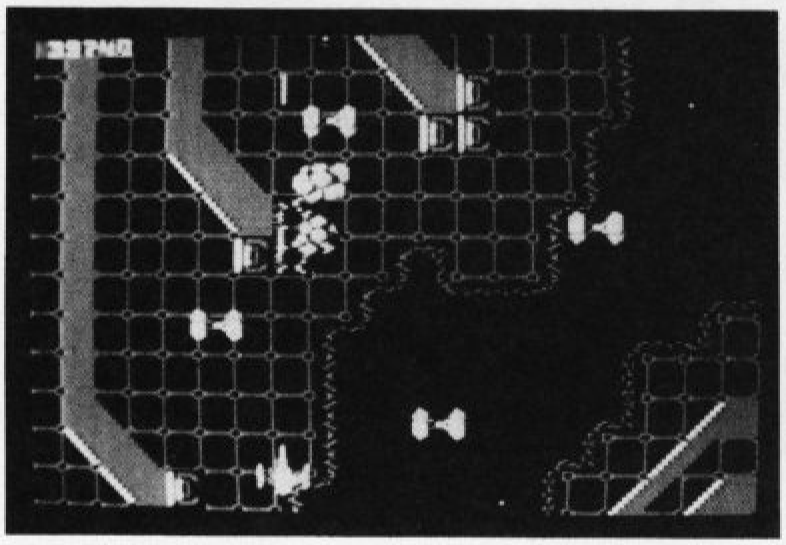
Easy File Disc	£4.95
Quick Data Drives (Phonemark 8500)	£14.95
Easy Spell Disc	£9.95
Future Finance	£9.95
Assembler Tutor	£4.95
Programmers Utilities	£4.95
64 — Music Maker Keyboard	£5.00
64 — Prog Reference Guides	£3.95
Macro Assembler Development	£4.95
Simon's Basic	£20.00
Simon's Basic Exp. (disc/cassette)	£4.95
Commodore Music Expansion System	£79.95 +£5 p&p

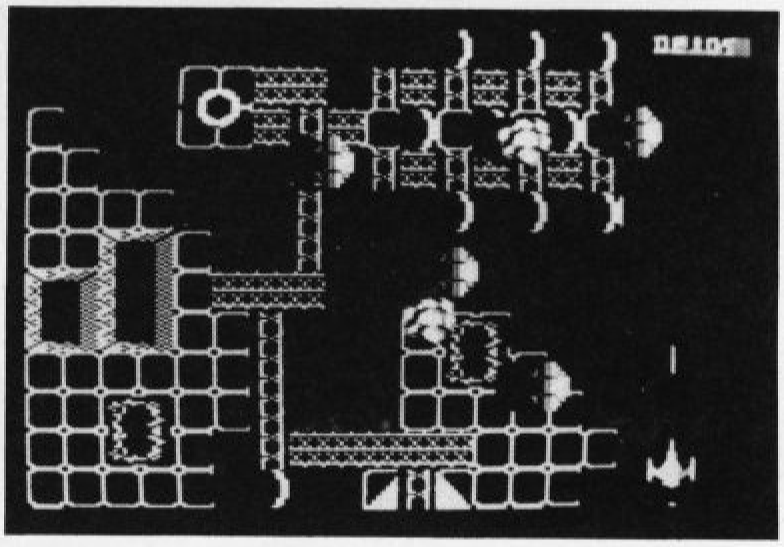
P&P 1-3 Titles 75p
3 or more £1.00
Overseas £1.20 per tape

Cheques payable to:

LOGIC MAIL ORDER LTD.

Department 1, 17 Leofric Square, Eastern Industry, Peterborough, Cambs
Tel: 0733 313870





Arcade shoot 'em up fare pure and simple.

FIRETRACK

64/128 ELECTRIC DREAMS

Price: £9.99/cass £14.99/disk

Just what do the guys at Electric Dreams think they're playing at?

Look, it's 1987 now. The world and his wife are communicating with carphones and filofaxes, satellite TV is just around the corner, and computer games have attained previously undreamt-of sophistication and excellence. And what does Electric Dreams do? It releases a *Galaxians*-type vertically scrolling space shoot 'em up. Is anyone going to part with the folding stuff for *that*?

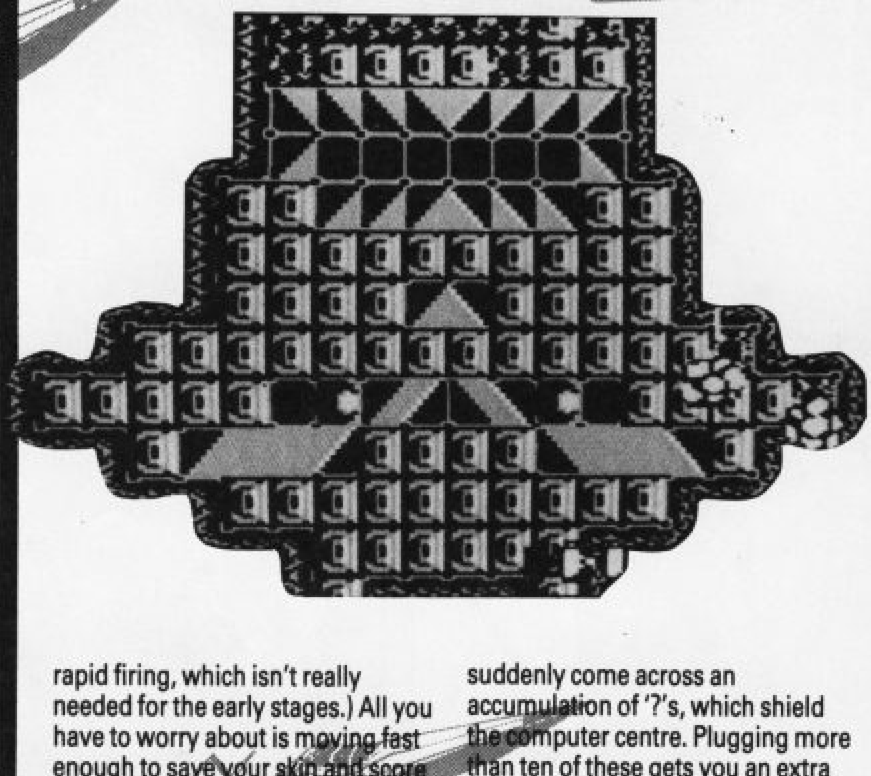
You bet your life they will.

Firetrack is arcade fare, pure and simple. And, like all the best arcade games, the plot is superfluous. In the 22nd century, the pirate mining colonies of the Asteroid belt have rebelled against Earth, and are now happily trading amongst themselves along a route known as the Firetrack.

Earth doesn't exactly welcome such pirate enterprise, and despatches a fleet of three Hatchfighters to shoot up the colony worlds in a fit of gunboat diplomacy.

You're a crack Hatchfighter pilot who gets to blast the britches off everything that moves. In essence, that means destroy the '+' and 'x' symbols on the ground, while avoiding or killing the waves of enemy aircraft which descend towards you.

Game controls are even simpler. Just up, down, left and right. You don't even have to press the fire button, as your Hatchfighters fire continuously, ever running short of ammo. (If you do press fire, you get rapid firing, which isn't really needed for the early stages.) All you have to worry about is moving fast enough to save your skin and score as many points as possible. And that's one of the reasons why the game is so damn good.



There are eight colony worlds in all, separated from each other by stretches of junk-littered space called CommSpace, and only two of these worlds are uninhabited. The first colony is Cygni, a Baseworld, with all its little panels and knobbly bits picked out with shadows. The slight suggestion of 3D is enhanced by the shadows which your craft and the enemy ships cast on the landscape below.

Cygni is candy. Most of the pirate ships keep to the centre of the screen, in formation, so it's possible to hug the left-hand side and avoid them entirely.

Towards the end of this colony — as with all the others — you suddenly come across an accumulation of '?'s, which shield the computer centre. Plugging more than ten of these gets you an extra life in the form of a Hatchfighter, in the next section. Finally, there are the two nuclear power plants, looking like eyes on the curiously shaped 'devil rock'. Blast these and the colony is plunged into darkness, whereupon you get to strafe the whole thing all over again, before passing into CommSpace. If you escape from CommSpace, you get another Hatchfighter (or two if you're already down to your last craft). Delan, the Dustworld, is next.

Delan isn't candy at all, because in addition to all the other pirate ships, you've now got to sidestep the odd floating missile homing in on you. If you get through Delan (twice, again with the lights out), and through CommSpace, you can have a brief holiday on Shail, an Iceworld of snowy plains and frozen mountains, and uninhabited. Unopposed, you should be able to gain an extra Hatchfighter here, before wading into CommSpace again, and then onto Tesla, the Mallworld.

The first three colony worlds — Cygni, Delan and Shail, can each be accessed directly by the keyboard, so you can go straight on to Shail if you want. Another attractive feature of Firetrack is that once you're dead, you don't return to the start of the game, but to the beginning of the section which you've reached, with all your bonus lives intact. Once you've got to Tesla, for instance, you need never return to the earlier worlds for as long as you keep your 64 switched on.

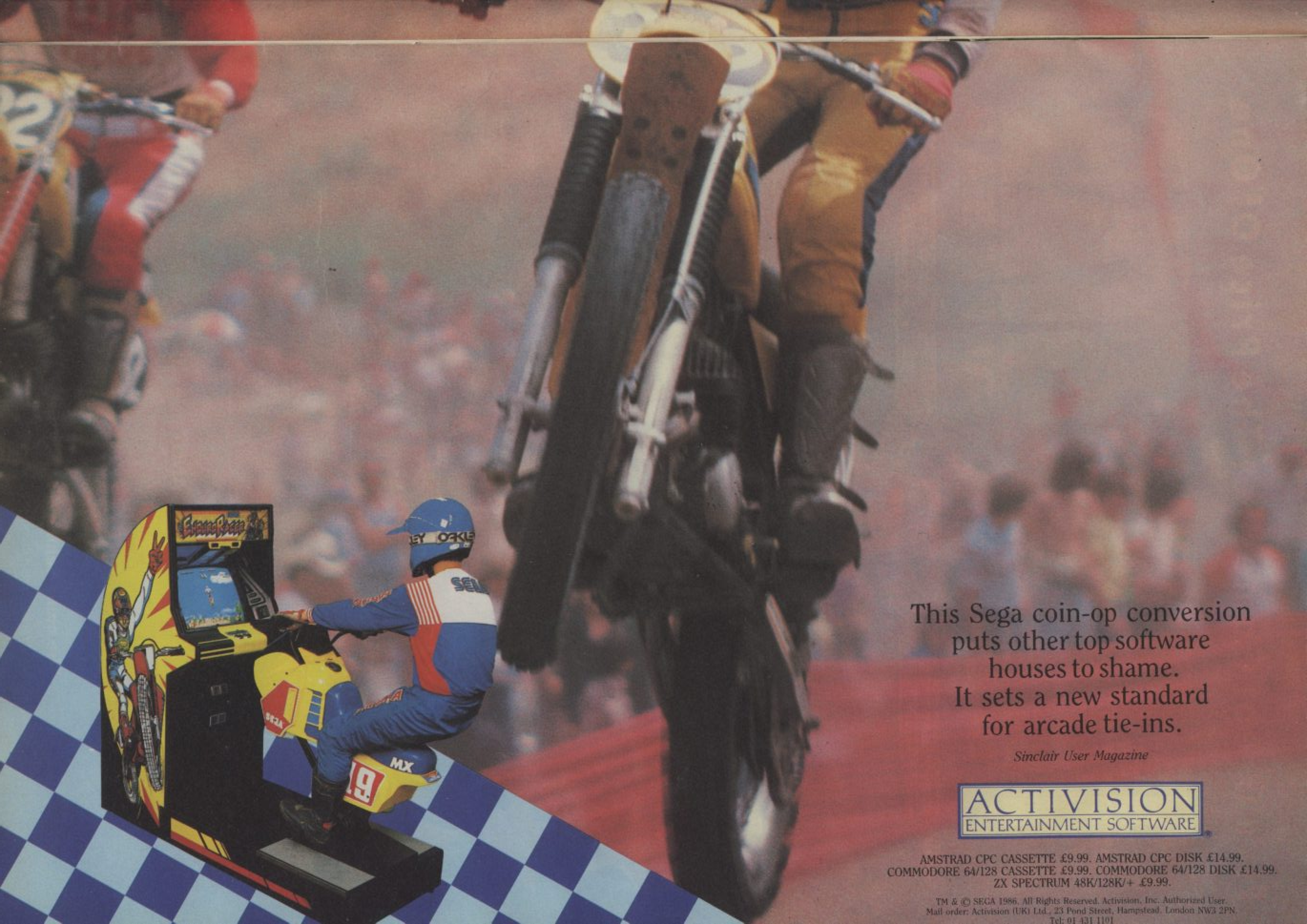
Instantly addictive, fast and hectic to play, and probably impossible to complete, *Firetrack* is a welcome relief from all the strategic arcade-adventure combat simulations around. You wouldn't want to play it for the rest of your life, but there's nothing wrong with the occasional bit of head-banging every now and again, is there?

Bill Scolding

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

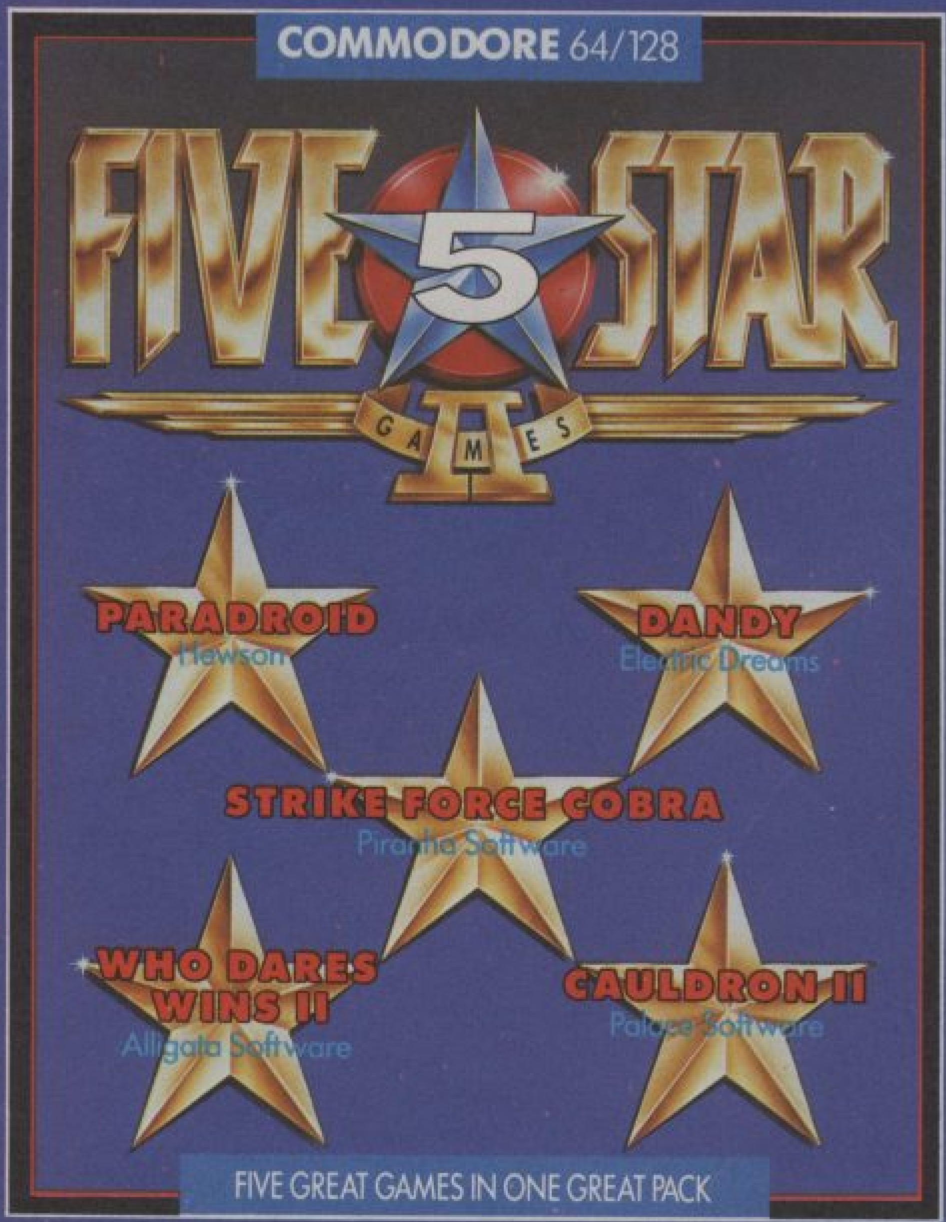
8 Overall


SEGA®
ENDURO RACER™
JUMP INTO THE WORLD OF ENDURO RACING!
SPECTRUM SCREENS


This Sega coin-op conversion
puts other top software
houses to shame.
It sets a new standard
for arcade tie-ins.
Sinclair User Magazine
ACTIVISION
ENTERTAINMENT SOFTWARE
AMSTRAD CPC CASSETTE £9.99. AMSTRAD CPC DISK £14.99.
COMMODORE 64/128 CASSETTE £9.99. COMMODORE 64/128 DISK £14.99.
ZX SPECTRUM 48K/128K/+ £9.99.
TM & © SEGA 1986. All Rights Reserved. Activision, Inc. Authorized User.
Mail order: Activision (UK) Ltd., 23 Pond Street, Hampstead, London NW3 2PN.
Tel: 01 431 1101

Five Great Games For The Price Of One

FIVE STAR GAMES II



AMSTRAD

£9·95 CASSETTE
£14·95 DISK

SPECTRUM

£9·95

COMMODORE 64/128

£9·95 CASSETTE
£14·95 DISK

Also available for **BBC, ELECTRON AND C16/PLUS 4** Computers
(Titles may vary by System)

BEAU-JOLLY

The name behind the great games

Beau Jolly Ltd, 29A Bell Street Reigate, Surrey RH2 7AD. (07372) 22003



If you work out how to control and scenarios included in the package, of which *Defense* seems to play the best. Now when you play one of these scenarios your meagre 11 commands are now a brain-bending 31! If you can still play the game without too much hassle, well hello Einstein!

The game does wear a bit then in places. The manual is poorly documented, and the terrain tables

BATTALION COMMANDER

64/128 ●
US GOLD
Price: £14.95/disk

Battalion Commander is a fair attempt at a war game, if you can classify it as that, since it is more of a mass combat simulator than a true war game, and a confusing one at that.

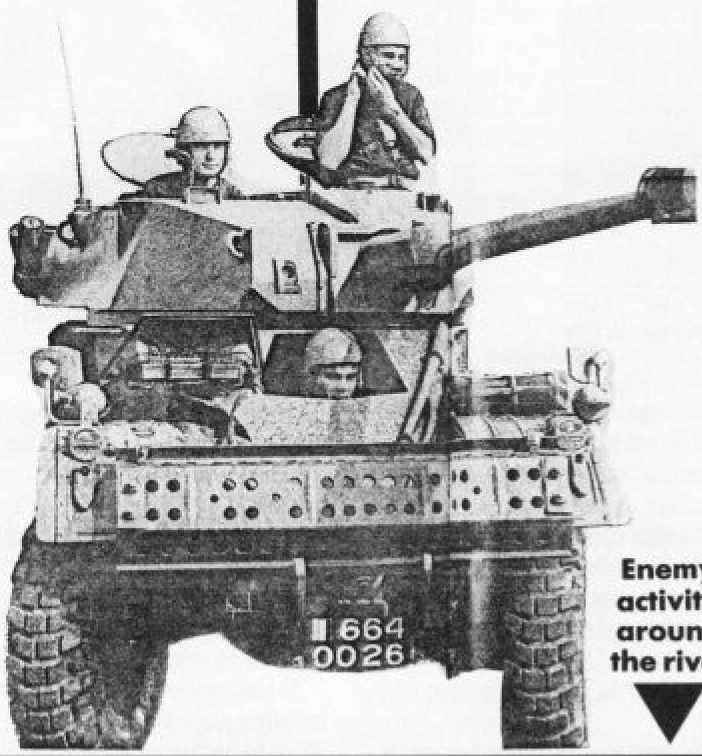
War areas are never easy to understand but this is particularly hard to fathom. You are in command of four companies each of which is divided into six platoons with eight more "sub" platoons, such as engineers and various types of scouts. Each platoon also has various weapons at its disposal but this varies on whether they are armoured or not. The platoons are themselves supplied by train and their orders are given out by battalion HQ.

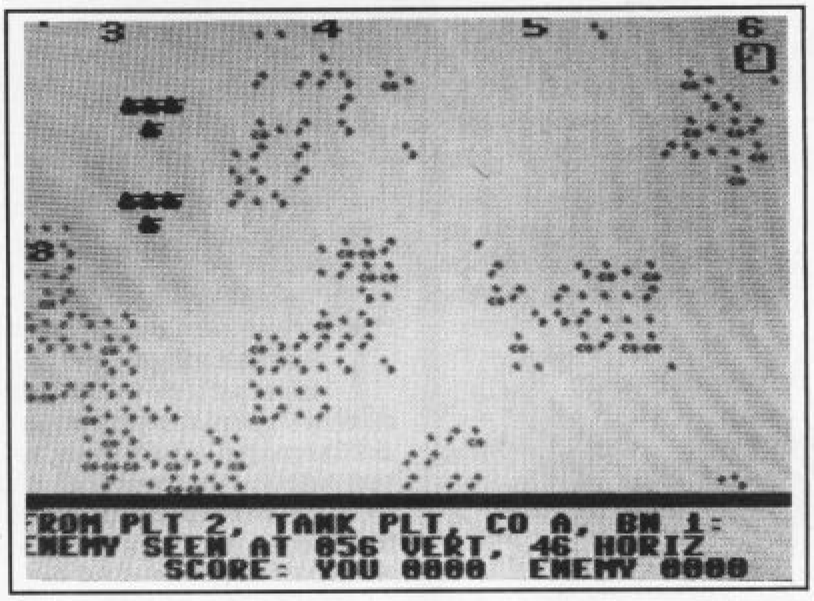
As with most war games, *Battalion Commander* has a novice level which although designed for beginners is still very hard to play. Instead of commanding four units you only have control of three including the battalion HQ which watches over and hands out orders to the fighting troops. There is no

at the back might as well not be there for all the help they offer.

The graphics and sound are really quite standard for a war game with blips and blops here and there with crumbly little sprites marking out minefields and the troops. The worst threat of all, though, comes not from the manual, but from your headquarters being blown off the map by a lucky enemy strike — then you can't even give out orders until a new one is built, or your troops are wiped out!

Not a bad game, but room for one heck of a lot of improvements,





Enemy activity around the river



real purpose to the novice game in turn give orders to your men you can then try one of the four other other than to write off over 95% of the enemy. After a few major assaults this soon becomes a tedious way of learning.

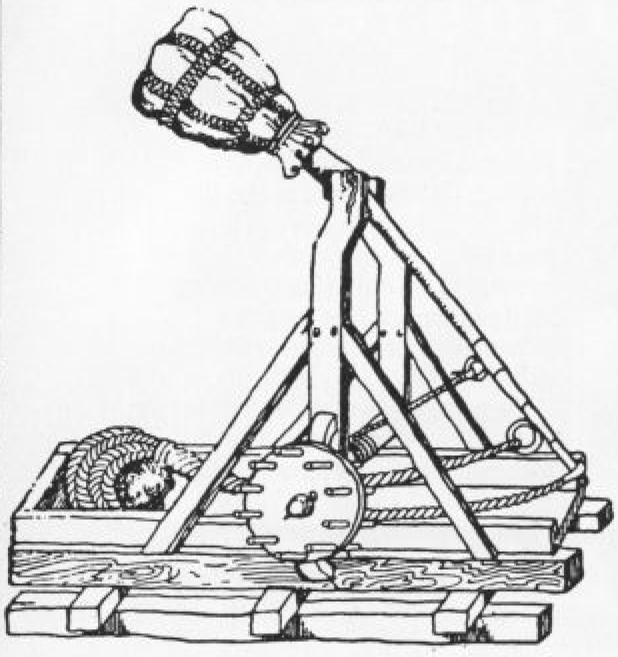
especially in the manual where the game instructions are as clear as a foggy night in a coal mine.

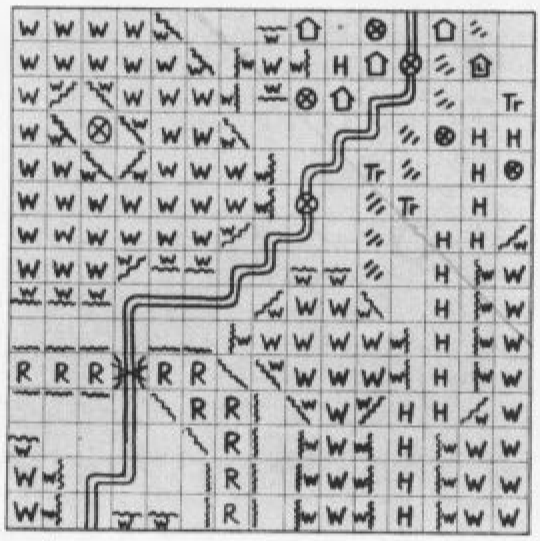
How about the next war game release being slightly better presented, eh, US Gold?

Mark Patterson

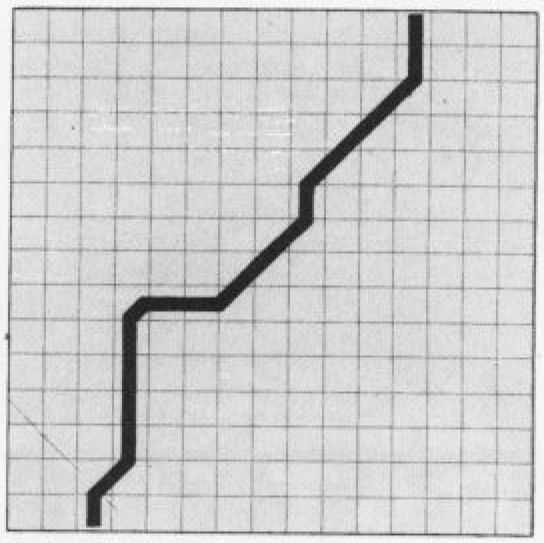
Rating	Scale
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

5 Overall





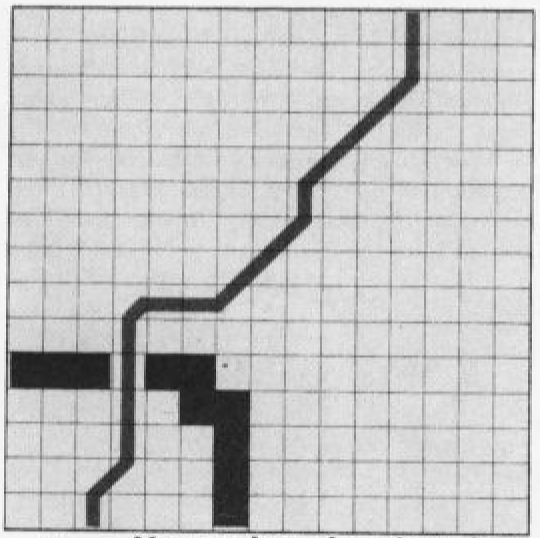
Start with a sketch map.



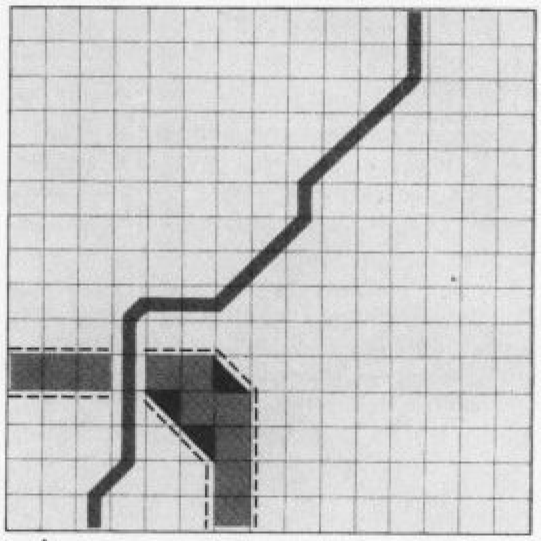
Place your main road on screen.

WARGAME CONSTRUCT

64/128
SSI/US GOLD
Price: £9.95/cass
£14.95/disk



Now select the river icon and draw in the river with the joystick.



Now draw in the embankments.

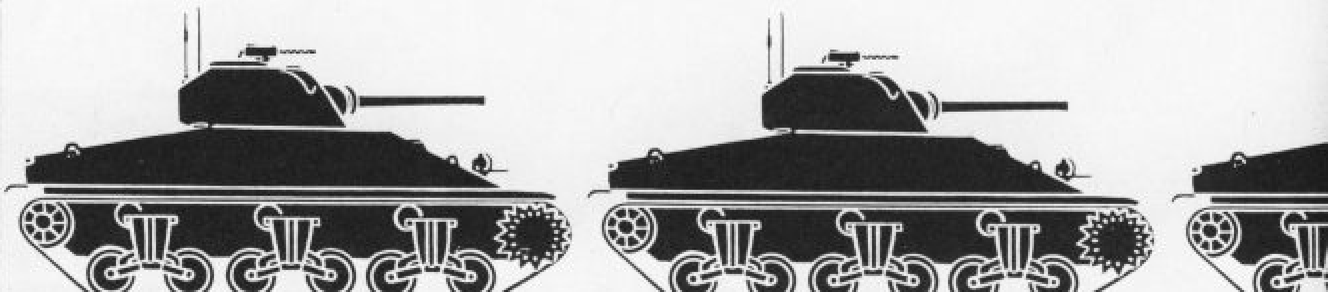
The Wargame Construction Set is the strategic game equivalent of the Quill adventure creator. From this single disk Commodore users can build battles ranging from small scale skirmishes with stormtroopers to fantasy duels, galactic wars and historical simulations.

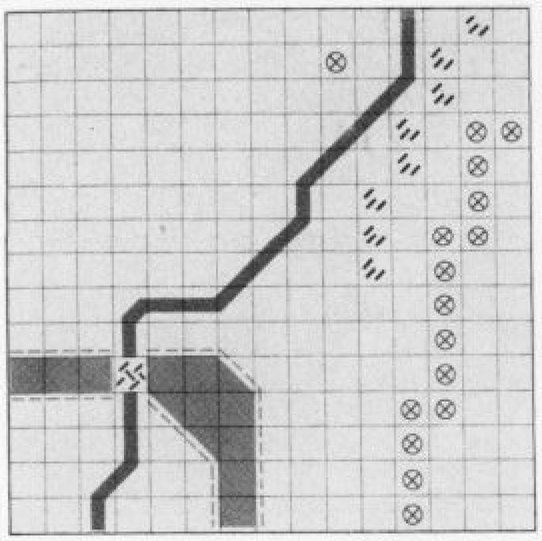
Each of the 31 units that face each other over a map that you design using a joystick can be fully defined by setting fourteen variables and assigned to one of 74 icon symbols. If that wasn't enough the excellent instruction book contains an easy to follow, worked example, that builds a fantasy battle and the reverse side of the disk contains eight sample scenarious that show the versatility of the program and includes a siege of a medieval castle and the clash between the Union and Confederates in the American Civil war.

The best way to learn to use the WGS is to play the sample scenarios that use the same gameplay (alternating move, fire, observation phases) as seen in the authors' other games *Vietnam*, *Panzer Grenadier* and *Field of Fire* and then change them. Alter the maps the units fight on, or the number and strengths of the opposing sides to create new scenarios. Sooner or later you'll want to construct your own conflict.

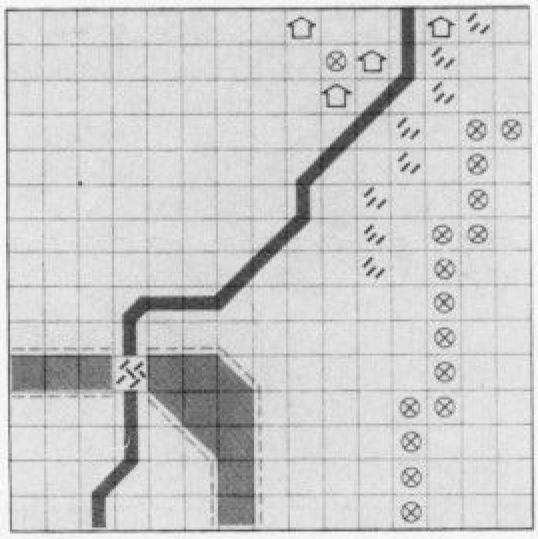
There are three vital stages to building a battle. Don't make straight for the joystick. First work out your scenario on paper. Although most of the fine detail can







This symbol means the bridge has been blown.



Symbols to the right of the diagram are hills.



TION SET

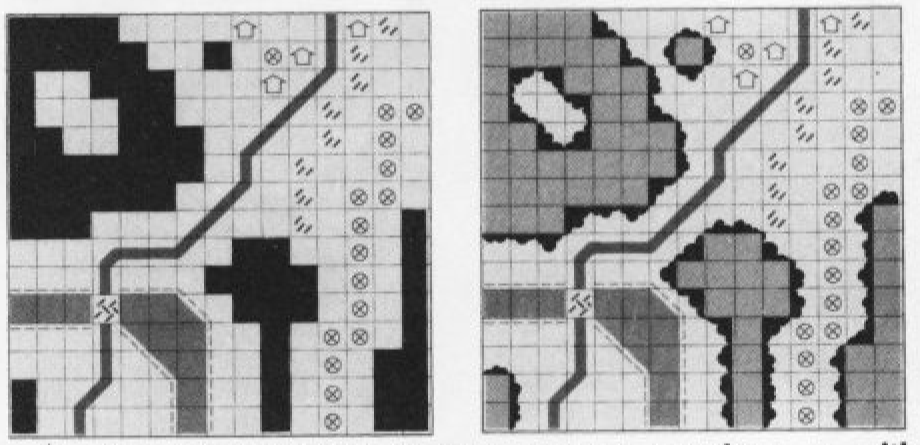


be worked out through trial and error you will need at least a vague idea about what you're trying to create. I set about recreating Napolean's last stand at the battle of Waterloo.

The next stage is to draw a scrolling map that's actually four times the size of the computer screen and fill it with roads, trees, mountains, hill slopes, rivers and buildings that can have a decisive effect on a battle. You should be able to build the map you want as there's 10 different bends and straights for rivers and roads, top, bottom, left, right and middle sections of woods as well as individual trees that can be added to the green grass background. However, you can also change the colours of any of these to set seasons or to turn the green of the grass into a grey lunar background or the black of space.

Finally, you must assign values to the fourteen different variables that define the characteristics of your units and the scale of your battle. Each unit could represent a single man or monster, brigade of troops or a whole army in a simulation of global conflict. By a flick of your joystick you determine the assault and defence values of a unit as well as its movement capability, firepower, the hits it can take, range of its weapons, and its fire and unity type that imposes further restrictions on the terrain it can move or fire through. You can also set the turn the unit enters the game (for example the Prussian reinforcements in Waterloo arrive late in the day) and allow the unit to dig in for extra defence.

With a bit of improvision you should be able to make your idea work within the framework of the

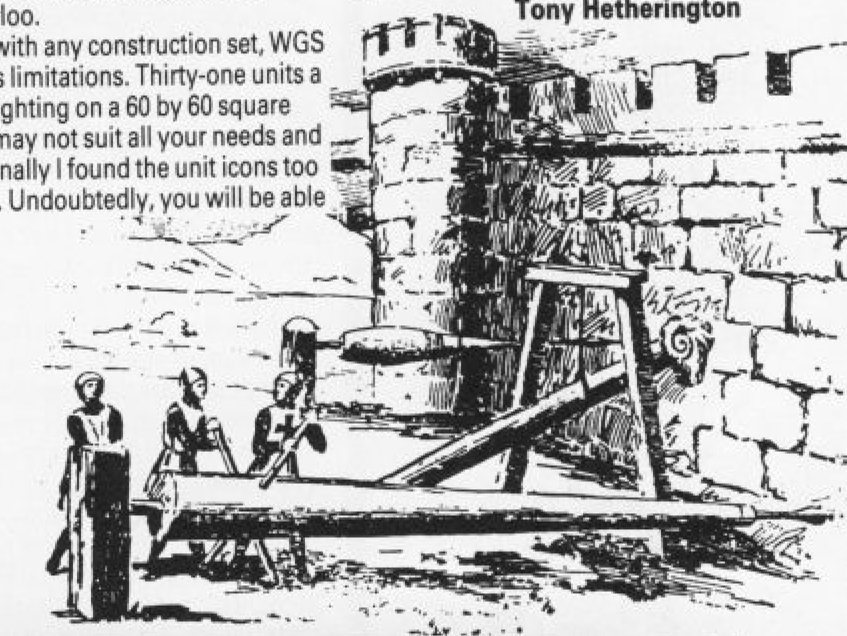


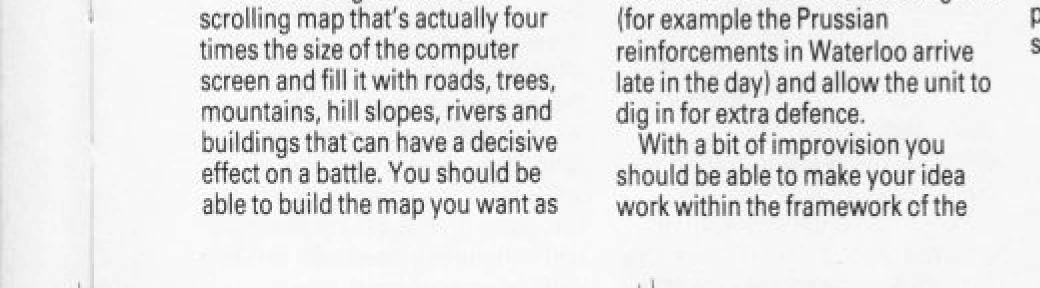
The battle terrain is now almost complete — with buildings, woods, bridges and roads.

game, for example, by applying the dig-in factor out of context you can increase a units' defence factor that could represent a starship with its shields up or an effective formation such as the infantry squares at Waterloo.

As with any construction set, WGS has its limitations. Thirty-one units a side fighting on a 60 by 60 square map may not suit all your needs and personally I found the unit icons too small. Undoubtedly, you will be able to buy better wargames but as a system to experiment with wargames ideas, build scenarios for your friends or challenge yourself to an unending series of battles it can't be beaten.

Tony Hetherington

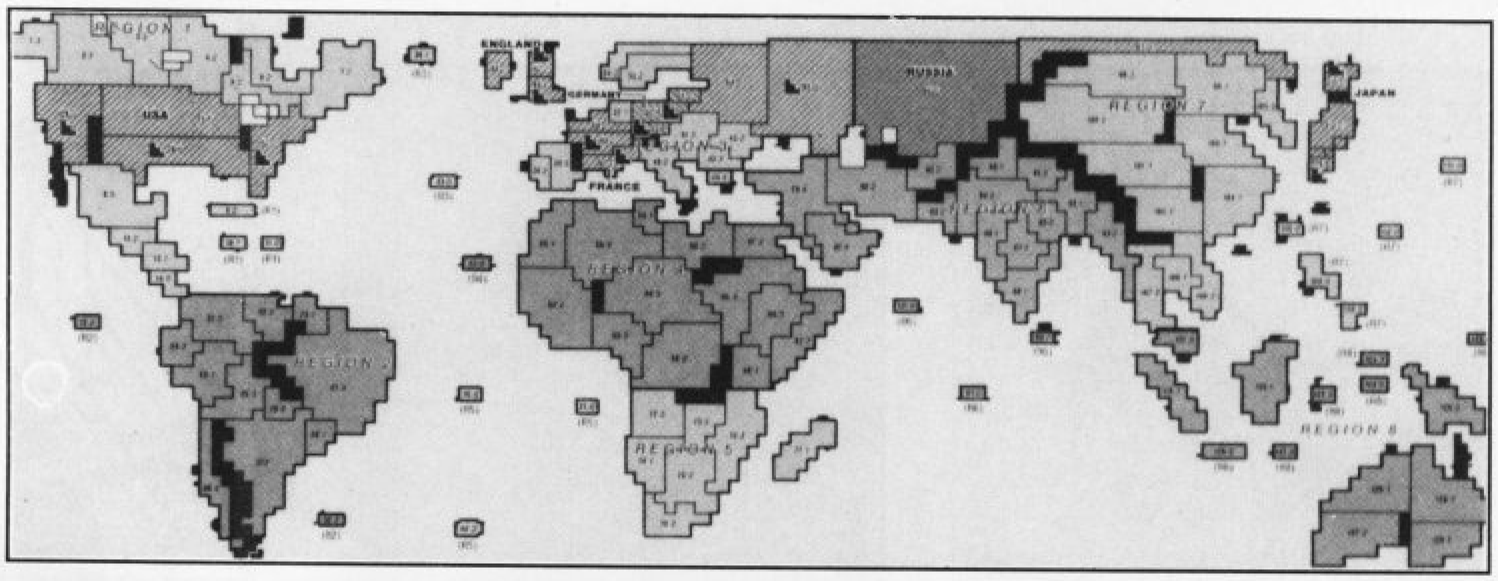




Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

8 Overall





• COLONIAL CONQUEST



64/128
SSI/
US GOLD
Price:
£9.95/cass
£14.95/disk

For the price of this American award-winning game you get the opportunity to lie, cheat, bribe, spy, subvert, backstab, threaten and bully your way to global domination.

Inspired by classic board games such as Risk and Diplomacy, the game casts you as an empire builder in the turbulent times of the 1990s. You take the role of leader of one of the six major powers and attempt to guide either Britain, France, Germany, Russia, USA or Japan to victory in one of three scenarious against a mixture of human and computer opponents.

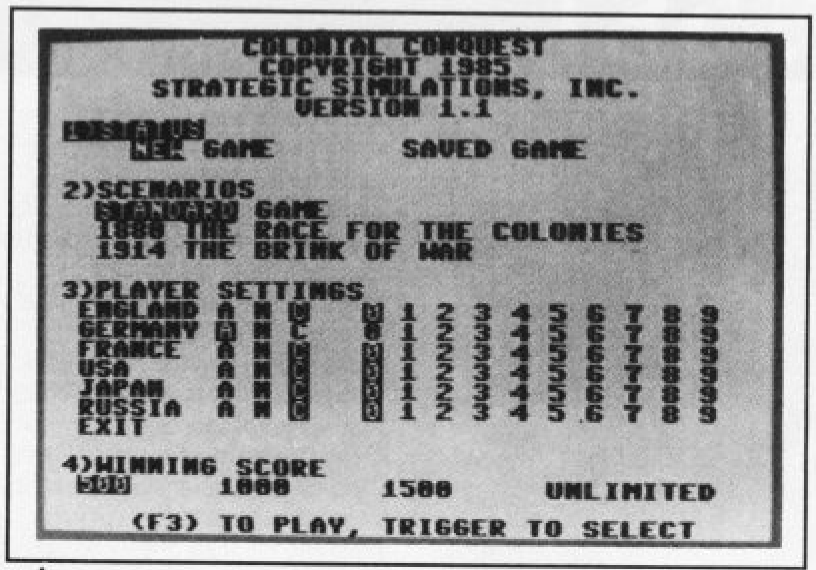
The standard scenario begins with the powers trapped within their own borders but soon the world is full of armies and navies as the powers build in stength. The first targets are the neutral countries particularly those that make up Africa and India. These can be used to provide the necessary funds to build the forces to attack the other powers.

The game is played in a series of turns representing the seasons of a year with winter being the most important as this is when you can build your reinforcements. In a standard turn the powers move in a set order and can move any of their armies to adjacent territories (the world is divided into 131 of these territorial), order navies to convoy armies anywhere in the world, attempt to subvert a minor country and cause a coup, fortify a territory against enemy attack and send out your spies to find out the strengths and weaknesses of your enemies.

Combat isn't just a case of the bigger force winning and takes account of the terrain of the territory and strength and training of the opposing forces. For example, the British troops are the best trained and are a fearless fighting force but







▲ **Set your options and have a jolly good war**

cost three times as much as the equivalent Russian rabble.

Each power poses a different set of problems both in their location and cost and strengths of their units. German units are reasonably strong and are about average to buy but are hemmed in by France and Russia making war almost inevitable. Computer opponents will take a single attack as a declaration of war and will fight you whenever and wherever they can until you either buy them off with economic aid or defeat them. Nine different computer levels ensure that you will always have a challenge.

Human opponents pose a different problem, not only are they fickle and intelligent they may also scheme behind your back while you're entering your orders! In fact, the game allows any backstabbing, cheating and dealing except watching another player enter his moves.

The game's other scenarios are set in 1880 and 1914 with the powers spread throughout the world making war almost unavoidable! The object of any game is to gain victory points by taking territories and winning battles although you can also lose points by losing battles and land. The target you must reach for victory can be set at the beginning of the game (along with the computer opponent levels) to either 500 points for a short race for the neutrals game to 1500 for a long war to the ultimate game where total domination is your only aim.

Colonial Conquests is not only the first game to mimic the atmosphere and intrigue of games such as Risk and Diplomacy but actually improves the format by providing intelligent and ruthless computer opponents and a game that may quench your thirst for power!

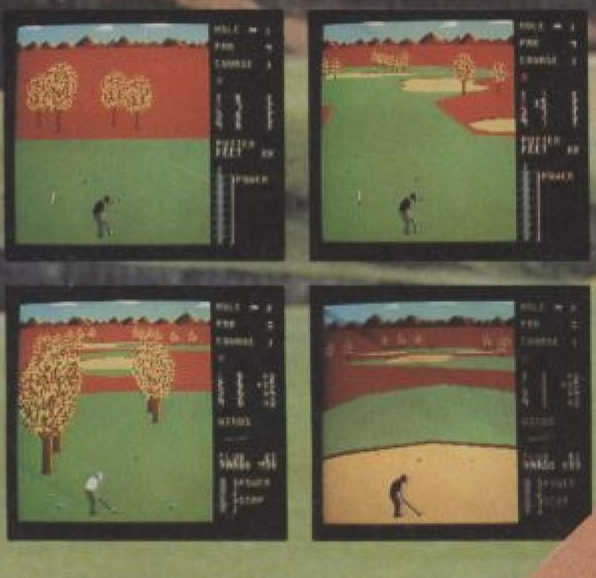
Tony Hetherington

Graphics	4
Sound	4
Toughness	7
Endurance	8
Value	9
Overall	**8**

Just when you've parred the course...

LEADER BOARD
Executive Edition

.....will test your abilities to the very edge of skill and judgement. Leaderboard was hailed sports simulation of the year. Leaderboard Tournament disks added even more precision, even more tension. Leaderboard Executive Edition brings another dimension in excitement and graphics as you battle to master sandtraps, trees, water hazards and rough with a gameplay that's frightening in its demands and realism.



* **Amateur and professional modes**
* **18 hole golf courses**

CBM 64/128
£9.99 cassette
£14.99 disk

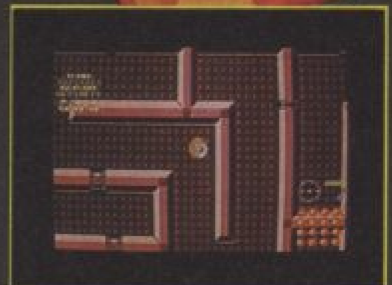
U.S. GOLD All American Software ®

ACCESS Software Incorporated

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

BELIEVE ME...THERE IS ONLY ONE WAY TO BEAT THE





I took on the Mutants knowing I was armed to the teeth with missiles, mines, torpedoes and more... I could even choose where I wanted to fight! How could I loose? ...How DID I loose? I've never seen anything like it... they came at me in droves, in swirling gases, in forms spinning a deadly gossamer and there were more to come. I know now that one form of Mutant will never escape a well planned pattern of mines. It's just the beginning... but I must build the ultimate weapon or I'll NEVER be rid of them all!



ocean

COMMODORE 8·95

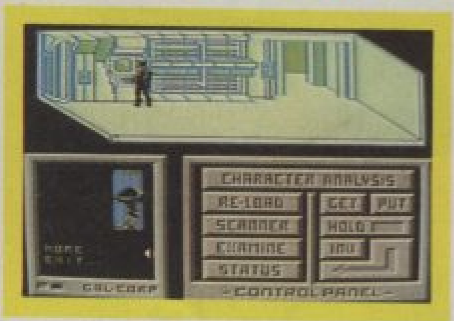
Ocean Software Limited
6 Central Street · Manchester M2 5NS
Telephone: 061 832 6633 Telex: 669977



He's mean, he's black it's Mike Tyson!

• CYBORG

64/128 CRL Price: £9.95/cass



It's nice to have a black guy as the hero for a change, even if he is a cybernetic organism — *Cyborg* for short.

In CRL's atmospheric space yarn, Cyborg has been called upon to find the seven missing astronauts who were exploring the asteroid Avernus, which is on a collision course with Earth. And that's the sum total of the information given at the start of the mission. This is clearly going to be an uphill task, even for a Cyborg.

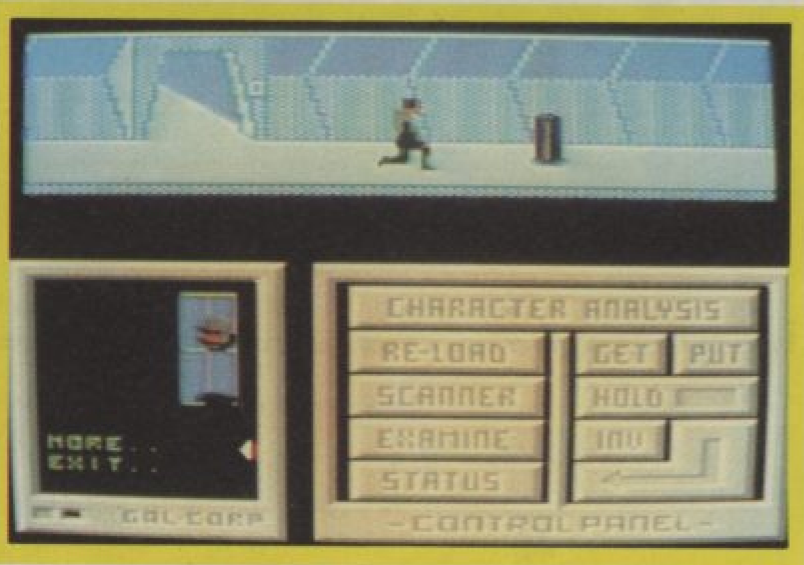
Beneath the action screen, which forms less than the top third of the display, is the Cyborg control panel and, to the left, the VDU. Using the control examine objects immediately in front of him, and view his location from overhead. There are further options for classifying lifeforms, checking shield and power unit levels, reloading weapons, and saving to tape.

Cyborg's mission begins inside his Gal-Corp spacecraft, parked on the asteroid surface. Descending from the craft, he starts to explore the pockmarked terrain. Striding left — his footsteps sounding like bullets hitting steel-plated armour — he soon comes to an abrupt halt over a crevasse; striding right he passes his spaceship and then, 50 yards further on, he passes it again. Either he's stomping round in circles or . . . he's found the ship abandoned by the lost astronauts.

Inside, the computer terminal reveals the awful truth: IMPERATIVE NOT ASTEROID SPACESHIP ALIENS HOSTILE CODE IS 1512 DAMN THEY'RE HERE GOD HELP US . . . Stirring stuff.

Further exploration of the bleak landscape eventually rewards Cyborg with the discovery of an elevator shaft descending into the bowls of the asteroid spaceship. Punching a button at random takes him onto one of three subterranean levels. He exits the lift and all hell breaks loose.

There are aliens swarming all over the shop — space-suited humanoids, floating hamburgers, walking beachballs and mobile top hats. All of them are less than friendly to poor Cy, who's soon caught in a crossfire, his shields



Cyborg "an oddity" does he know?

because as soon as one hits the deck, a roving top hat suction device disintegrating fast, his power unit losing energy.

From hereon the mission is a desperate search through the myriad chambers, interconnecting corridors and lift shafts of the alien mothership. Cyborg won't be able to get very far without learning the codes to the locked doors, and these can only be found by accessing the computer terminals which are dotted around in the shuttle control rooms, suspended animation chambers and the like. And even if Cy succeeds in extracting data from a terminal, he's got to be able to exit the program or else be struck in an eternal error-message loop.

Standing over a dead alien can disclose vital facts about it, and these are filed away in Cyborg's memory banks. But shooting the aliens can itself be a risky business, appears from nowhere to vacuum up the remains. One touch of this and it's bye-byes for Cy.

Somewhere in the maze is a laser rifle, and should Cyborg find this then the odds might be weighted more in his favour. But after a frustrating hour or three my Cyborg had only got as far as scouting out the third and lowest level, usually dying before discovering anything very useful. A diabolical bug didn't help matters, much, causing the scenery to throw up rooms which didn't exist. Entering one of these would result in a spectacular crash.

At other times mistyping an entry into a terminal would prevent any exit from the program, so the only thing to do as pull the plug. Ebullient Clem Chambers at CRL swears that these minor problems will now be removed from the product ('but thanks very much for pointing them out to us'). Let us know if he's kept his word.

Bugs aside, *Cyborg* has bags of potential. The plot and its presentation keeps up the suspense, and the game is full of nice little touches, like the Hoovermatic © alien. Graphically it's no great shakes, and if you're looking for loads of action, you might find the adventure elements of the game tedious. At times *Cyborg* becomes almost a text adventure, as you try every possible command you can think of to get the computer terminals to part with their precious information.

Hmm. Strange, but interesting. Another oddity from CRL.

Bill Scolding



Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

7 Overall

• ARMOURDILLO

64/128 CODE MASTERS Price: £1.99

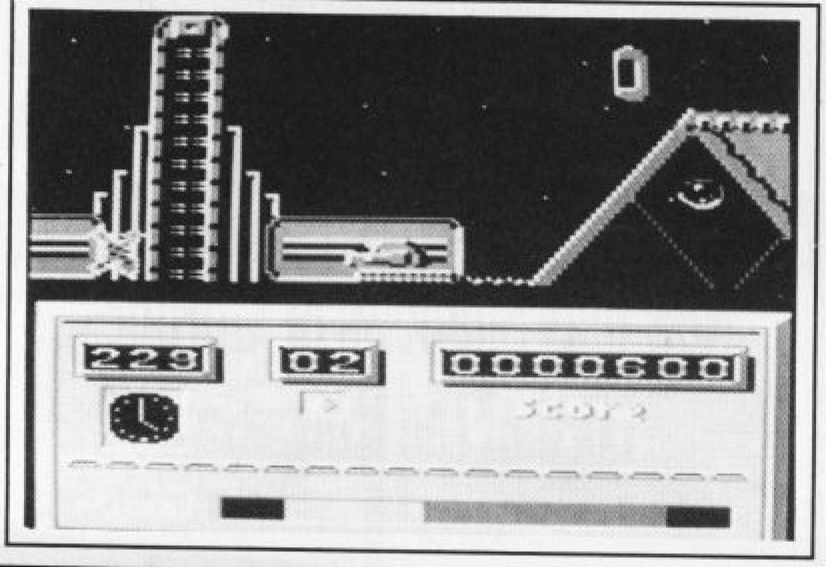
Looks often deceive — Armourdillo illustrates the point.

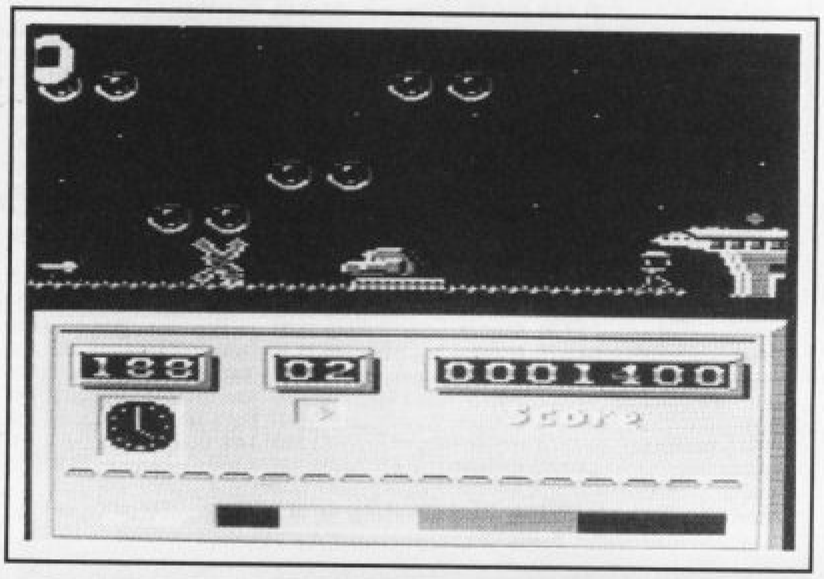
What costs £1.99, comes in a clear plastic case, and is thoroughly recommended to insomniacs? It's *Armourdillo*, the latest release from Code Masters!

Standard plot — your peaceful world, which in this case is called Mobanti, never wanted to make any real progress in military science. For their pacifism they are attacked by aliens from a distant galaxy called the Milky Way — that's the sweet you can eat between galactic wars. The Monbantians dispatched several of their top spies to try and find out the secret of their resounding success in land combat. Only a handful of the spies returned, one of which, a man named Tarly, brought with him a rundown of the enemy who as it happens comes from the planet Earth (dry, dry, dry).

Faced with the problem that the crust of the planet contains very little metal, the Monbantians build a tank out of a living organic material, which is the vehicle you can control — presumably the armourdillo. And

Code Masters will need to do better than this to stay in the great budget boom race.





• ROMULUS

64/128 QUICKSILVA Price: £8.95/cass £14.95/disk

Romulus is a complex game about debugging mega-chips at a futuristic Transputer Plant. That's why the cover shows two poorly-drawn space fighters blasting away at some rocks and tree stumps. Brilliant marketing, Quicksilva.

Besides having irrelevant and tacky packaging, *Romulus* — written by a Brian Aldiss fan calling himself Dee Zasta — also features some of the most incomprehensible instructions I've come across: 'Stop the circuits randomising on the chip generation unit . . . because the T-States you set will affect your progress when you are in the channel of the substrate.' Que?

Well, you're not going to learn much by reading that, so the best thing is to load it up and get stuck in. After about an hour or two you might just get the hang of what's going on. And, then, surprisingly, you'll find that *Romulus* is actually very rewarding and addictive.

The opening sequence is where you get to stop those circuits from randomising. It's a screen with flashing lights, rapidly changing numbers and some cryptic words — MTYPE, TIMSPO, T-HOLD and so on. What you do is press fire a few times, stopping the numbers from changing. The resulting combination decides what kind of time you're going to have in the following shoot 'em up section.

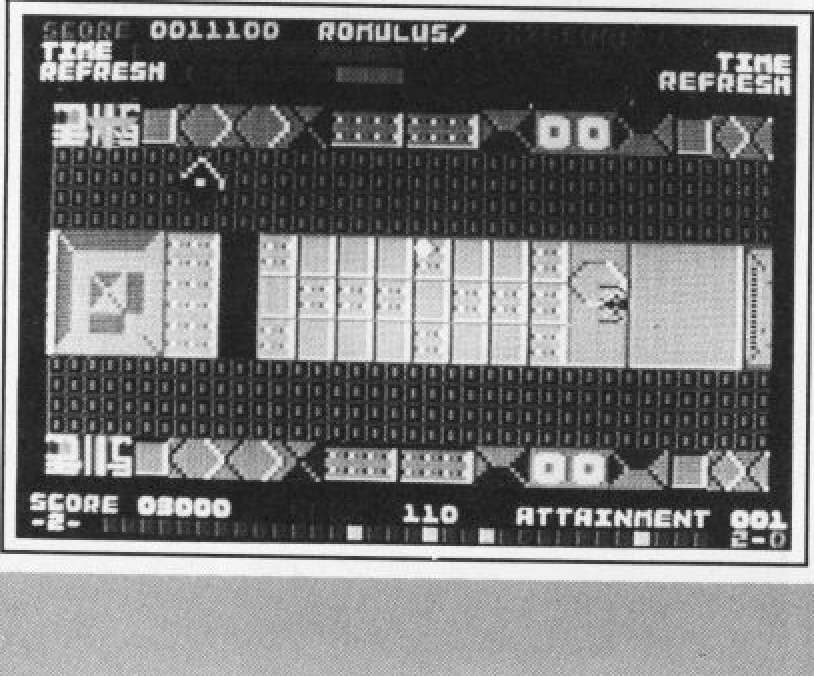
In this you're piloting a small craft over some scrolling knobs, panels and other vaguely computer-looking bits and pieces. From all sides there's a barrage of peculiar shapes — these must be the bugs you're after. While you zap away like crazy, about the screen the Time and Refresh meters are decreasing at speed.

Refresh is, apparently, 'the speed at which the power to shields is transferred'. Whatever, hitting the Space Bar during this section will, sometimes, give an opportunity for Refresh to be increased by sending you into another shoot 'em up, similar in style, to gain some bonus points. When this is over, play returns to the previous section.

When the time for blasting bugs is over, the Transition stage is entered. This usually means playing one of two types of quick reaction games to score bonus points. The first of these, Trans: Stage 1, is desperately difficult. It features three pairs of boxes, with coloured patterns scrolling in different directions at different speeds. You've got to match each pair of boxes by altering the (x,y) speed in the upper boxes, using the joystick to get the pattern scrolling up, down, left, right and diagonally, and to accelerate and decelerate. When all three are matched, then the correct colours for each must be selected from the sequence at the bottom. A pathetically meagre amount of time is allocated to achieve this, and this section takes a LOT of practice, so don't give up too easily.

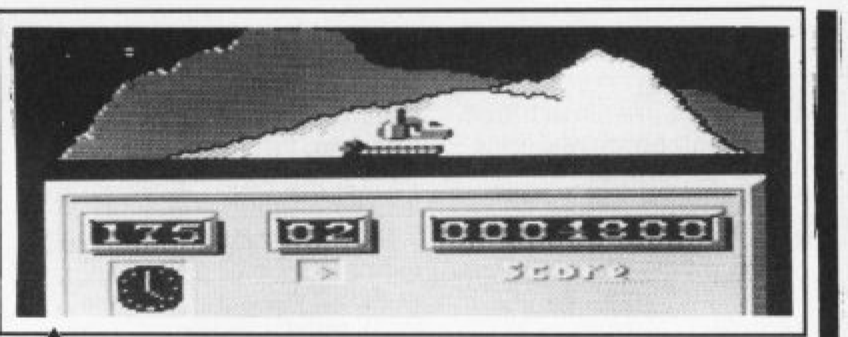
The other option, Trans: Stage 2, is a race against time and the computer, in which 'a given number of piles' must be set up 'across two

***Romulus* — be prepared for complexities.**



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



"Leave this one alone."

if this game is anything to go on, it must be awsomely powerful as it did a good job of nearly boring me to death. So with this living tank you have to go out and take on the enemy single-handed. Why did they only build one though, I wonder?

Out in the city it's not so much destroy the aliens, more of a rescue mission, which goes something like this: over to the left-hand side of the city collect a shuttle, zap a few aliens and come back again, repeat until all shuttles are rescued then exit the screen yourself. This procedure has to be repeated for the rest of the game which, as with all games of this calibre appears to have no ending, ideal for insomniacs, complete with nice graphics and pretty sound, guaranteed to force you in to a deep coma for at least a week.

Well, the decision whether to buy or not is down to you, but if you value your mind, life and sanity, you'll leave this one well alone.

Mark Patterson

Rating	Scale
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

1 Overall

substrates'. In other words, you've got to join two rectangles with some flashing lines using a laser, and reach your target number before the computer-controlled laser does. This isn't quite so impossible.

After the transition stage it's back to bug-zapping in the channel, and so it goes until all five craft are destroyed.

Confused? You will be, particularly as there's much more to *Romulus* than the sketchy outline I've given here. The instructions mention some 'alien miners' to look out for, and intercepting these after clocking up 100,000 points will send you into yet another transition game featuring coloured shapes and changing sounds.

The whole caboodle is competently programmed, very fast, very demanding and, ultimately, very habit-forming. Just don't get put off by the lousy packaging, and be prepared to put in a lot of hard labour and sweat.

Bill Scolding

Romulus **"Fast", "demandin' " and habit forming."**



FA CUP FOOTBALL 87



This game will leave you sick as a Lesser Spotted Grebe.

64/128 VIRGIN
Price: £7.95/cass

Apart from the success of the England team, the 86-87 season will not be remembered for many god things. The league battle threw up few surprises, much of the football was dour and flat. Property developers moved in and play makers moved out. Liam Brady came home but couldn't lift my team from the mire they had fallen into. What better way to illustrate a disappointing season than with a disappointing game?

Virgin have rereleased *FA Cup Football* claiming that it has been updated with teams' form for the 1986 season to increase realism. There are also new managers questions to test your abilities. Everything else about the game remains the same as when it was first released back in April last year.

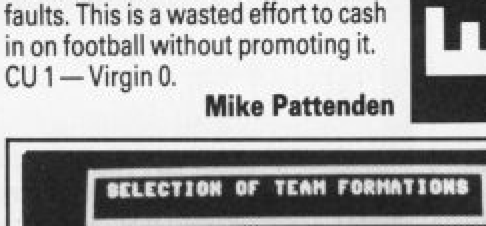
You still end up guiding eight teams to the final if you're playing alone, which means, of course, that you often end up playing yourself in the final or, worse still, managing Tottenham's Cup challenge.

The news bulletins are still as inane and irritating as they were: "a boiler blows up and causes considerable damage to the changing rooms". I'm sure that would have a detrimental effect on Man Utd as they walk out for their Fifth Round tie against West Brom.

Most of the goals still seem to get scored in the last three minutes, and your only real control over the game is to select a formation, change it (in later rounds) and make the odd substitution.

When you think what a good game this could have been *FA Cup Football* is infuriating whatever version you play. It also makes me despair about my job as a reviewer. Last month I looked at the Executive Edition of *Leaderboard* and said that Access had responded to criticism that the original game lacked bunkers, trees, etc for variation. Virgin it seems haven't paid a blind bit of notice to what are valid criticisms of their game. Instead they go and adjust the statistics that produce the results in the game. They're so busy paying attention to the details of the game that they haven't noticed its major faults. This is a wasted effort to cash in on football without promoting it. CU 1 — Virgin 0.

Mike Pattenden



Could this be the naffest soccer game yet?

Rating	Scale
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	N/A 1 2 3 4 5 6 7 8 9 10
Toughness	N/A 1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

2 Overall



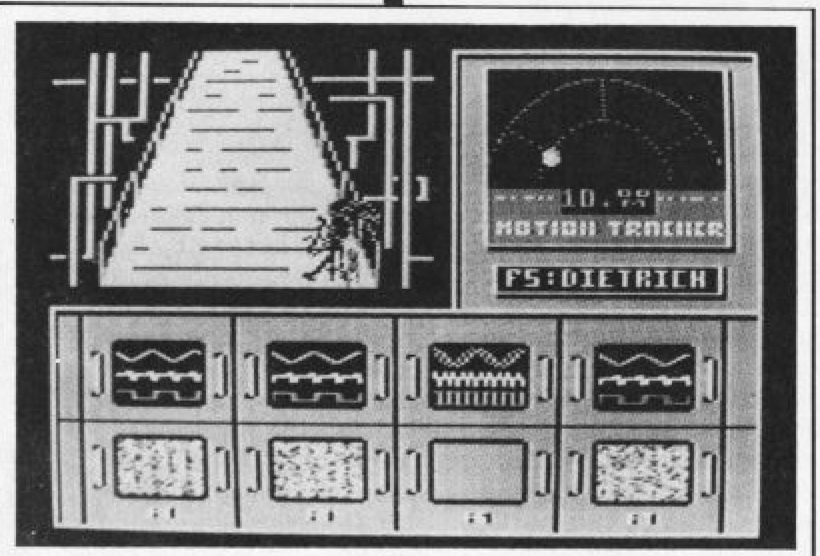
Famous final scene of the film.

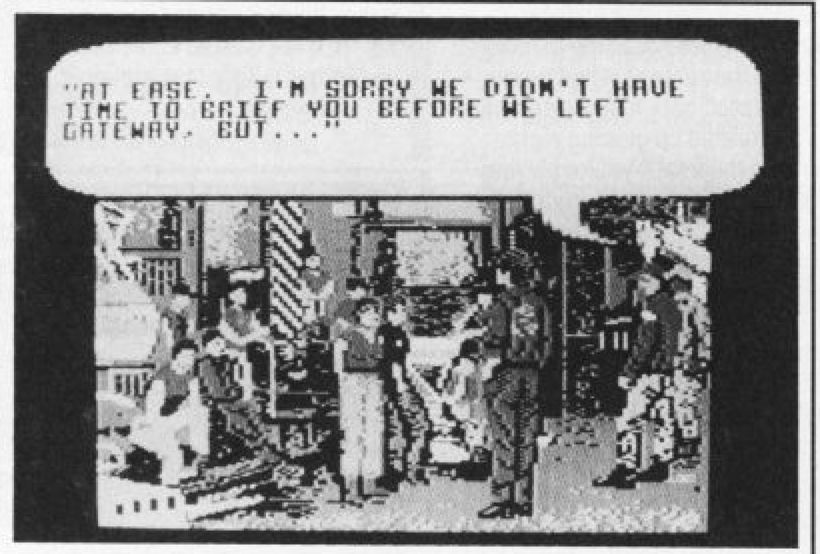
• ALIENS

64/128 ACTIVISION

Price: £9.95/cass £14.99/disk

The games are less impressive.





Neat introduction screen, but it's just gloss.

Not satisfied with releasing one version of Aliens, Activision have milked the costly licence dry, and now we have the US version on our screens in the good ol' UK!

The LV-426 (now known as Archeron) is a space station floating somewhere out there in the depths of the galaxy. Archeron holds chilling memories for you as last time you were there, there were Aliens popping out of your associates' stomachs faster than a greasy burger after a heavy night out. The aliens have now returned and Archeron is overrun with them. You're the only person who holds any knowledge of the aliens, so up you must go with a new team of marines to save the galaxy from these parasitic creatures.

Aliens is organized into a compendium of six games which follow the plot of the film closely but before you begin the first of these games you must identify your equipment. This is just a small kink Activision have put into the program, All you have to do is select the piece of equipment that corresponds with the writing below.

Game One pits you flying, or attempting to fly your drop-ship through a twisting vector pipe that leads into Acheron. This is extremely tricky, becuse if you career off course back you must go and start from scratch. There is a meter on the side of the screen which tells you if you are on or off course, if it's in the green, okay, if it's in the red you can kiss your butt goodbye!

Game Two and now you're in the atmosphere processor. Four of your marines are surrounded by slimy disgusting aliens and you must guide them back to the safety of the armoured personnel carrier. The game plays like an extremely basic arcade-adventure. You can control any one of the four marines at any point. You must watch their monitors to see if they are in danger of being captured by any aliens. If they are, choose which one to control and blast them out of trouble.

Game Three, now you're in deep! The aliens have you cornered and you must hold them off with your flame-thrower, giving your surviving marines enough time to blast their way through the two ton steel door! This game is a straight-forward shoot 'em up. You are on the right hand side of the screen, and scores of aliens will charge towards you from the left. To get rid of them you can either sizzle them to death, send them into hasty retreat with a touch of the flame-thrower. If an alien does get past you, he will then proceed to the door where he will capture one of your marines. When you have no marines left you have failed this section. Not exactly breathtaking but a jolly little shoot-'em up nevertheless.

Game Four: you are now trapped in Archeron's huge maze of air-vents, and you must find your way to the drop-ship landing field. You are given an overhead view, represented by a gold square and a blue square which is Ripley (a.k.a. the scrumptous Sigourney Weaver). There are between one and eight dots on the squares, the dots represent grenades and the number of grenades you have depends solely on how many marines are still alive. The object of this game is to guide yourself and Ripley through the maze, avoiding all aliens and reach the drop-ship safely. If you are caught by any aliens you can blow them up with a grenade, if you have no grenades left then . . . goodbye! This game makes the worst imaginable pac-man clone seem advanced. I was shocked that Activision had the nerve to put this on the disc!

It's **Game Five** and time for you take the role of Ripley. There are 17 minutes before Acheron goes up, but Ripley is determined to save Newt the child, who has been captured. You must locate her using the range detector, which will give you some idea of which way to go. Be careful though, there are aliens on the prowl, it ony takes two shots to kill them but you only have ninety-nine shots.

Game Six: the final confrontation. You don a power-loader, which you must use to whack the alien queen with, the arms can be moved up, down, left and right. You must whack her until her strength is down to zero ten you must grab her, and . . . you're a hero!

The American attempt at *Aliens* is far from outstanding, in fact could be regarded as a compendium of five of the worst games around for the 64 (game three isn't too bad.)

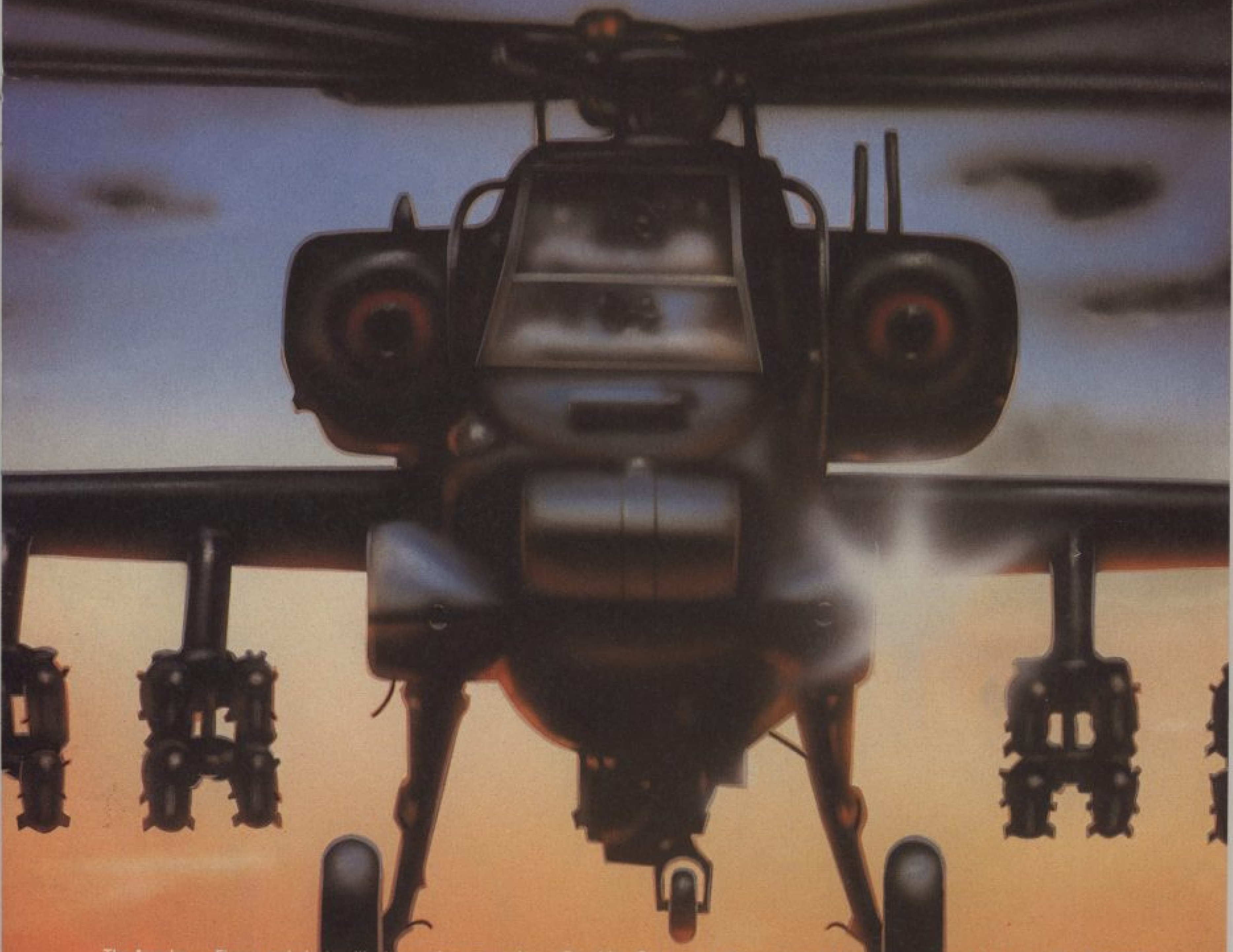
The graphics and sound are on the whole pretty dire although there are some decent backdrops. These do not save the game, the only way I could possibly give it a good mark for value is if it was offered free with three Weetabix tokens. The UK version is far superior to this dross. Save you money and rent the video.

Ferdy Hamilton

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

4 Overall

21st CENTURY WARRIOR: Apache GUNSHIP



The Apache . . . Fierce and elusive, like its warrior namesake . . . Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots . . . You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.

Experience the danger and excitement of attack helicopter action . . . your latest adventure in the ever-growing line of MicroProse Simulation Software.

See your software dealer today and become a part of the GUNSHIP adventure! Challenge the enemy, the sky, and YOURSELF with this extraordinary simulation.

GUNSHIP for Commodore 64/128. Cassette £14.95, Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

Please send_____ copy/ies of GUNSHIP CBM 64/128 Cassette_____ CBM 64/128 Disk_____ Details of the full Microprose range_____

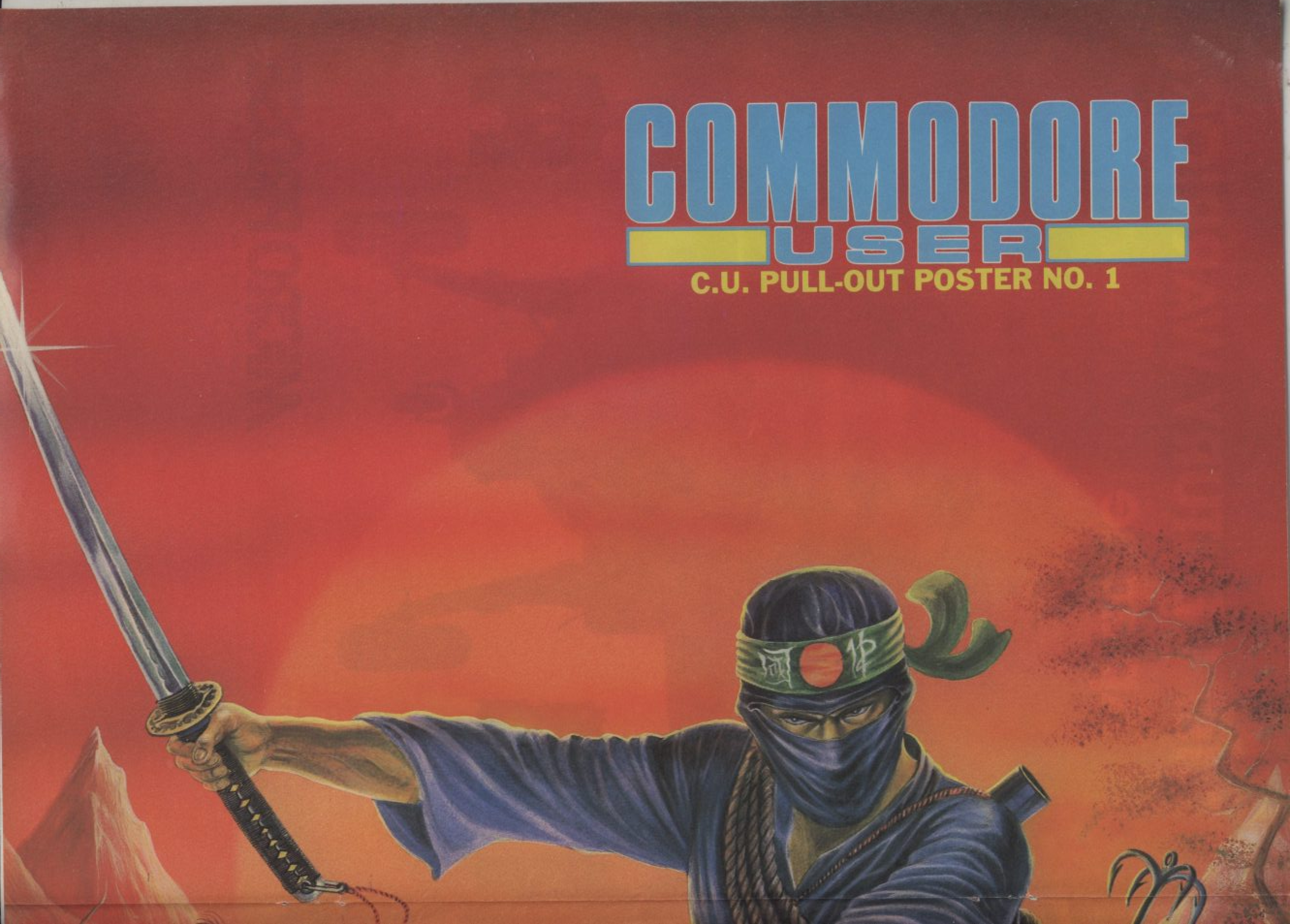
Name (Block Caps)_____ Address_____

_____ Postcode_____

Which magazine have you cut this coupon from? _____

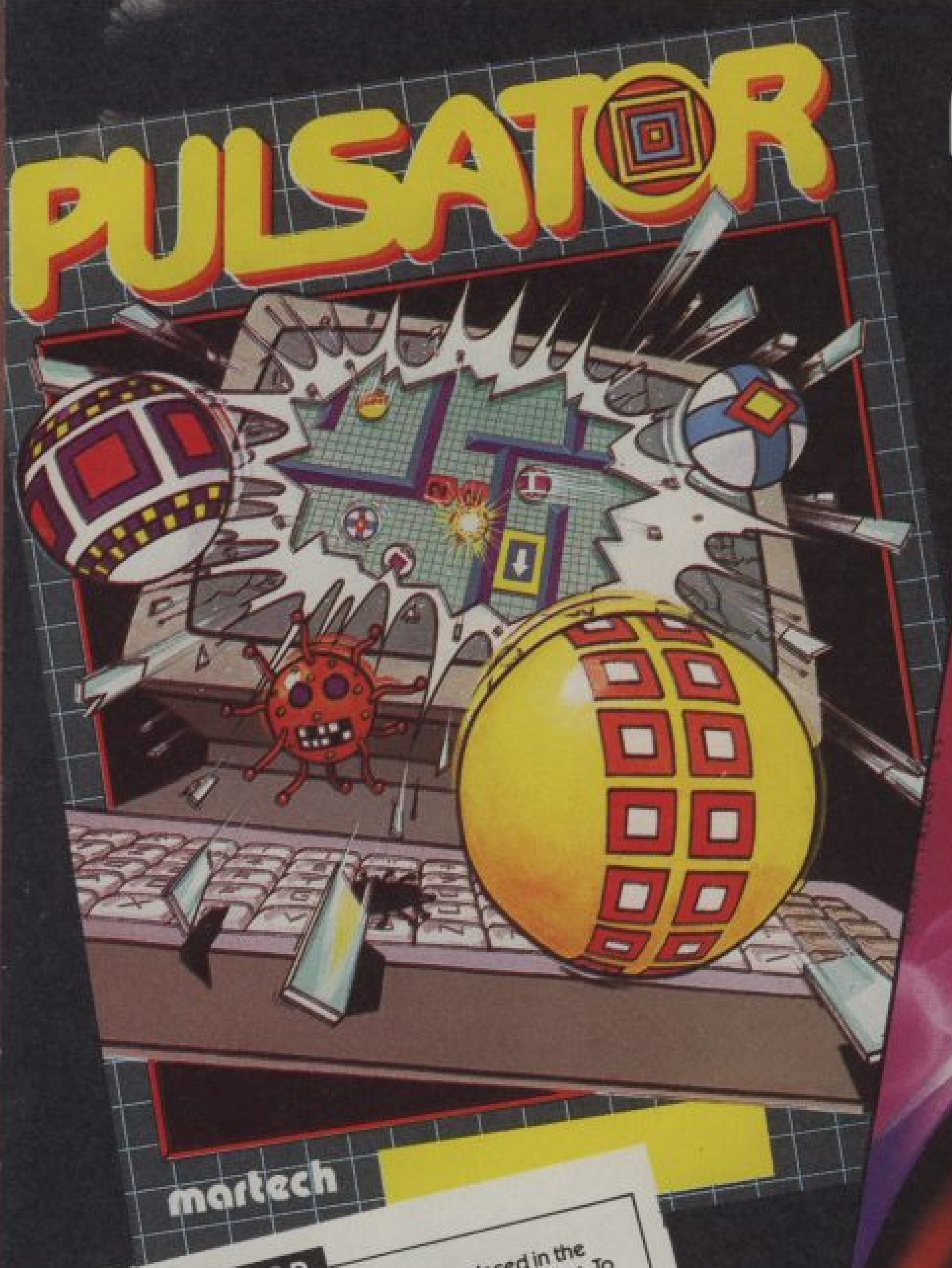
Please debit my Access/Visa Card No. _____ Expiry Date_____

Cheques payable to MICROPROSE SOFTWARE LIMITED, 2 Market Place, Tetbury, Glos GL8 8DA   I enclose 55p postage and packing.


COMMODORE
USER
C.U. PULL-OUT POSTER NO. 1



martech....
LIVE THE GAME!







PULSATOR

Your 'pulsator' has no choice. He has been placed in the heart of a series of frighteningly dangerous complex mazes. To escape, he must release the five missing 'Pulsies' each one a captive on a different maze layer.

But he is not alone. A variety of deadly and intelligent enemy pulsators patrol the mazes, each with its own devious way of making life difficult.

Blasting them to pieces will not always be the right thing to do – and anyway, it's easier said than done.

A fast moving and addictive game, requiring quick reactions and quick thinking. Only for those in search of a real challenge!

NEMESIS THE WARLOCK

Can Nemesis the Warlock fight his way through screen after screen of vicious Terminators to find and destroy Torquemada, cruel grand Master of Termight?

Wave upon wave of the evil horde fall before his gun or to crushing blows from his mighty sword Excessus, but still they come. As the battle rages, Torquemada exerts his twisted influence on the scattered corpses of his demented followers and they burst grotesquely into life as deadly scythe-wielding zombies.

Become Nemesis the Warlock, from 2000 AD, and enter this nightmare world – you may never return!!

COSMIC SHOCK ABSORBER

You are Cosmic Shock Absorber, Saviour of the Universe (hopefully!). Time and Space is falling apart (again?).

Cocooned safely in the cockpit of your CZ Neutrozapper fighter (only four repayments left) it is your job to blast your way through the different dimensions of chaos to the source of life itself, the Interstellar Lake of Protozoic Slime. If you make it, the Universe may survive, and most people will pay your bills.

But . . . wait a minute . . . it's worse than that. In the rush to get into the thick of the action – you forgot the 'How to Repair Circuit Boards using the Phasering Iron Manual'.

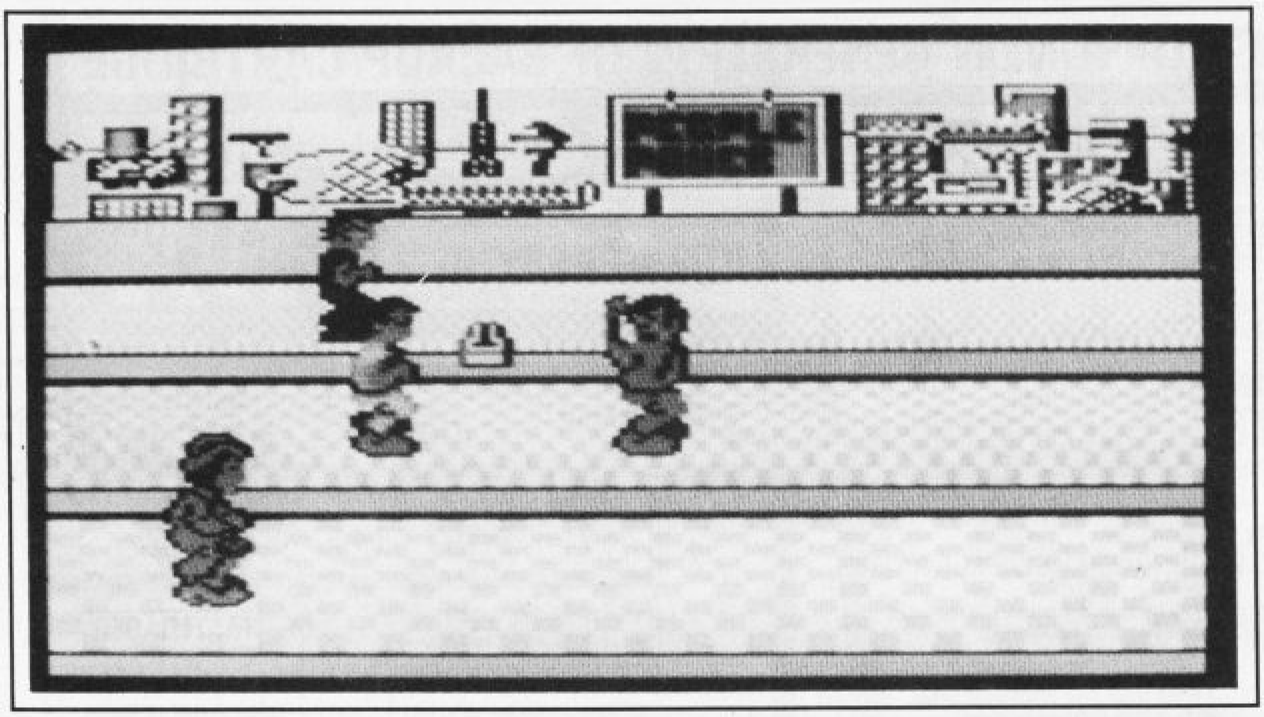
Can Earth possibly survive?

Oh No – Cosmic Catastrophe!!!!

Spectrum Cassette £7.95
Amstrad Cassette £8.95
Disc £14.95

Commodore 64/128 Cassette £8.95
Disc £12.95

MSX Cassette £8.95
(Pulsator & Cosmic Shock Absorber only)



Shockway Rider 2000 ADesque in the extreme

•SHOCKWAY RIDER

64/128
FTL
Price: £8.95/cass

This is the kind of game that has the Mary Whitehouses of this world up in arms — real contentious stuff. It's rather violent you see, involves throwing bottles and bricks at people.

The theory is, that having played the game for half an hour, you'll pop off down the local high street for a spot of the real thing. So if you'd confine your brick and bottle throwing to the small screen I'm sure we'd all be a lot happer.

Right, back to the violence. *Shockway Riders* are mean, "athletic, aggressive and arrogant", they cruise the speeding walkways of the Megacities of the 21st Century. Not only do they cruise, they thump, bash, brick and bottle virtually everyone in sight. Their targets include other Shockway Riders, Block Boys, Cops, Vigilantes and of course innocent bystanders. FTL's game owes much to the adventure of a certain Judge Dredd.

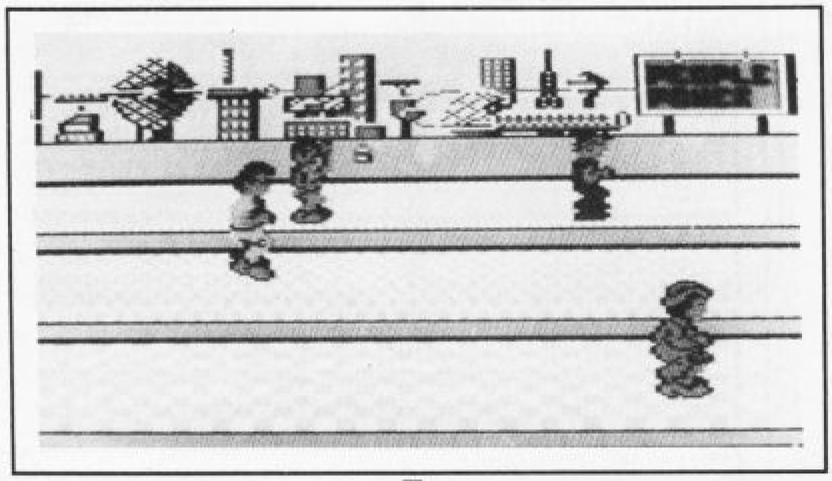
The ultimate aim of a *Shockway Rider* is to go 'Full Circle'. This doesn't mean what you might think, any idiot can get good seats on a crowded night at the cinema. No, to go Full Circle is to get right round the block, without getting yours knocked off.



There are three walkways arranged from top to bottom of the screen, each of which moves slightly faster than the one above. It's quite straightforward. You gather a few bricks from the side of the road, jump on the top walkway and start throwing them. If anyone gets in your way, either bottle 'em, give 'em the old right hand, or leg it to an adjacent walkway.

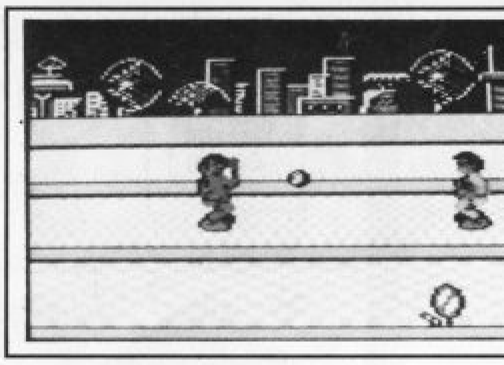
If you make it round the first block — the North Side, you get to have a crack at the Scrub district. This one is trickier because there are obstacles on the walkways — which move faster. You can also pick up mailbags for bonus lives.

There are probably two other districts, which I didn't get to see as my copy had a bug. There I was in Scrub, two blocks to go, lots of mailbags to my credit, nine lives in hand, when, for no good reason — game over. There's no justice in the 21st Century.



Go full circle on the Shockway

If it sounds like there's not a lot to it that's because there isn't, but, take it from me it's good fun (why do I feel guilty admitting that?). The Rob Hubbard soundtrack is, as usual, brilliant and adds to the chaotic nature of the whole thing. There will be those who say that it's outrageously violent and shameful, why do these games always have to involve violence, guns and murder,



You'll need a good supply of halfies down at the Scrubs

why can't we have games where you get points for kissing cuddly creatures? that sort of thing.

Personally, I must say I'm tiring a bit with that sort of attitude. Let's face it, violent games are here to stay, why not go the whole hog and have a bit (preferably a lot) of good, honest wholesome mayhem. I particularly liked the idea of the innocent bystanders getting it in the neck. Let's show these fence sitters we mean business.

Ken McMahon

Graphics		1	2	3	4	5	6	7	8	9	10
Sound		1	2	3	4	5	6	7	8	9	10
Toughness		1	2	3	4	5	6	7	8	9	10
Endurance		1	2	3	4	5	6	7	8	9	10
Value	N/A	1	2	3	4	5	6	7	8	9	10

8
Overall

NEW Mk III

NOW THE FIRST OF A NEW GENERATION OF BACKUP CARTRIDGE

Innovative new hardware design and programming techniques have allowed us to produce a cartridge of a calibre never seen before!!!

ACTION... REPLAY — NEW Mk III VERSION

Action Replay Mk III is more powerful, more friendly, has more features and will back-up more programs than any competing utility —even the latest protected progams!!

ACTION REPLAY III

Works by taking a "Snapshot" of the program in memory – so it doesn't matter how the program was loaded –from tape or disk – at normal or turbo speed. EVEN SO-CALLED "ANTI-FREEZE" PROGRAMS.

ONLY **£29.99** POST FREE

JUST LOOK AT THE FEATURES

So simple to use: Just press the button and make a complete backup: Tape to Tape, Tape to Disk, Disk to Disk, Disk to Tape.
– THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME –



- ❏ All backups will reload at turbo speed independently of the cartridge.
- ❏ Dual speed tape turbo system programs can load up to 3 times faster than commercial turbos –thats over 10 times normal Commodore speed.
- ❏ Freeze the action then view the program with the monitor feature. Add pokes for infinite lives etc. Then Restart the game or backup – ideal for customised versions of your games.
- ❏ Special compacting techniques. Each program is saved as a single file.
- ❏ Transfers multistage tape programs to disk – more than any other cartridge – even the extra stages are turbo load – a unique feature.
- ❏ Sprite Killer! make yourself indestructible by disabling Sprite collisions in games.

FASTLOADER

Action Replay III even has a built in disk fast loader which speeds up loading 5 times. Uses no memory – invisible to the system. **You could pay £20 alone for this feature.**

- ❏ Picture Save. Save any multi-colour Hires screen to disk or tape. Compatible with Blazing Paddles, Koala, Slideshow etc.
- ❏ Fully compatible with 1541, 1541C, 1570, 1571, and enhancer or any CBM compatible data recorder.
- ❏ For C64, 64C, 128, 128D (in 64 mode).
- ❏ Unique Sprite Monitor. Freeze the Action and view all the Sprites, watch the animations scroll across the screen. Save Sprites to disk or tape. Customize your games by loading Sprites from one game to another – then restart the program or make a backup.
- ❏ Compatible with fast DOS and Turbo ROM systems.
- ❏ Backup process in turbo speed – faster than any rivals.
- ❏ Fast disk format (20 secs).
- ❏ Built-in Unstoppable reset button.

PERFORMANCE GUARANTEE

100% SUCCESS? RIVAL CLAIMS? WHO'S KIDDING WHO?
"Action Replay Mk 3 will backup any program which any other cartridge can backup – and more! It also has an unmatchable range of features. Consider 'Freeze-Frame' for example, which uses more disk space, saves at slower speed, has slower tape loader, has no built in disk fastloader, no picture, Sprite or restart features and costs £10 more than Action Replay. So who's kidding who? Buy Action Replay Mk 3. If you find that it does not live up to our claims return it within 7 days of receipt and your money will be refunded.

SEE DISKMATE AD FOR COMBO OFFER

ACTION REPLAY ENHANCEMENT DISK

Extending Action Replay's capabilities even further, this disk, contains a collection of tape to disk routines for a few newer games which load subsequent parts in a non-standard way. All the latest titles are catered for – more than any competing utility, and unlike other systems, ACTION REPLAY LOADS EXTRA SECTIONS AT TURBO SPEED. Disk includes file copy, disk backup and other useful utilities. Regular updates at low cost for use with Action Replay only. **Disk £7.95.**

GRAPHICS SLIDESHOW SOFTWARE

Cartridge based backup systems usually destroy loading pictures – NOT WITH ACTION REPLAY. Multicolour pictures from games, graphic packages or loading screens can be saved to disk using Action Replay and viewed singly or in sequence with this sophisticated slideshow package. Turboload throughout. Sixteen pictures per disk. Joystick or keyboard control. An interesting new use for your computer.
Disk £4.95.

SPECIAL!! ENHANCEMENT DISK AND SLIDESHOW TOGETHER **ONLY £11.99**

NEW

Disk Mate II (TM)



DISK UTILITY CARTRIDGE

only **£14.99** POST FREE

Built-in Reset Switch

' If you have a disk drive then you **need** a Diskmate!!

❏ Diskmate *
is a fast disk turbo loader that will speed up your normal loading software by 5 times.

BUT THAT'S NOT ALL

- ❏ Fast save
- ❏ Fast format (approx 10 seconds)
- ❏ Improved single stroke DOS commands ie. load, save, directory, scratch, etc.
- ❏ Redefined function keys: ie. load, load/run, list, directory, monitor, etc.
- ❏ Powerful toolkit commands: ie. old, delete, merge, copy, append, autonum, linesave etc., etc.

PLUS A powerful machine code monitor/disassembler. All the usual monitor commands: assemble, disassemble, move, find, compare, fill, number conversion etc., etc. **NB.** This is a full monitor, not a token effort like some available.

* Diskmate incorporates special switching techniques which make it "invisible" to the system. Therefore the fastload will work with more software than other types. In addition this makes the other commands including the monitor more powerful. For instance the monitor 'floats' and is able to look under ROMs and even under itself!

SPECIAL OFFERS ← ← ← ← ← ← ← ← ← ← ←

Buy Action Replay III and Diskmate together on the same cartridge for only.... This must surely be the most powerful cartridge available for the Commodore	£39.99 POST FREE
Buy Action Replay III and Fast Hack'em for..........	£44.99 POST FREE
Buy Action Replay III and Diskmate II on the same cartridge plus Fast Hack'em for..........	£54.99 POST FREE

Diskmate II was designed by Datel and the programming is by Dosoft. Need we say more?

IT'S HERE... **AMERICA'S BEST SELLING DISK BACKUP SYSTEM NOW AVAILABLE IN THE UK!**

FAST HACK'EM (TM)

BY MIKE J. HENRY

FOR THE COMMODORE 64/128

A MULTI-MODULE SYSTEM - ALL ON ONE DISK

£19.99 POST FREE

FAST HACK'EM IS QUITE SIMPLY THE BEST DISK COPYING SYSTEM AVAILABLE, ANYWHERE AT ANY PRICE.

SIMPLE TO USE FULLY MENU DRIVEN

SINGLE 1541 MODULE

- AUTO NIBBLER [illegible]
- NIBBLER [illegible]
- FAST COPY [illegible]
- FILE COPY [illegible]
- FAT TRACKER [illegible]

SINGLE 1571 DRIVE (64 OR 128 MODE)

- FAST COPY [illegible]
- SINGLE OR BOTH SIDES [illegible]
- C64 or 128 Modes

****WARNING****
FAST HACK'EM IS A VERY EFFECTIVE PRODUCT DESIGNED TO ENABLE USERS TO MAKE BACK UP FOR THEIR OWN USE – DATEL IN NO WAY CONDONES SOFTWARE PIRACY.

BECAUSE FAST HACK'EM IS PRODUCED IN THE U.S. IT WILL ALWAYS BE ON TOP OF THE LATEST PROTECTION TECHNIQUES. SINCE MANY OF OUR LATEST PROGAMS APPEARED IN THE U.S. MANY MONTHS AGO.

TWIN 1541 DRIVES MODULE

- AUTO NIBBLER: Copy an entire protected disk in under 1 minute. Features auto track/sector analyzer.
- FAST COPY: Copy entire disk in 36 seconds with verify.
- AUTOMATIC FASTCOPY: As above but with completely automatic operation. In fact once set up doesn't even need the computer. A must for duplicating disks on a large scale.

1541 PARAMETERS MODULE

This is the module that gives Fast Hack'em its power. The parameters module contains dozens of "Parameter Keys" that are used to unlock those heavily protected programs. Each parameter is designed for a particular software brand or even a particular program. Other copy programs may make strong claims, but without special parameters they just can't cope. Datel will be offering updates to Fast Hack'em on a quarterly basis, featuring 20-50 new parameters plus other improvements as they're made. Prices to be £6 plus old disk.

SPECIAL OFFER! QuickShot II ONLY **£6.99** or for C16 including Interface **£8.99** POST FREE

MUSIC BY MAIL

- SOFTWARE - DEPARTMENT

P.O. BOX 14, BUTTS GREEN RD. HORNCHURCH, ESSEX, RM11 1HT.

GAMES SALE! 3 FOR £5 OR 7 FOR ONLY £10

THIS MONTH ONLY

COMM 64

TITLE
LONELY BALLOON
ZONAL PATROL
SPY SCHOOL
FIZZ
PERCY
PAKACUDA
DANCE FANTASY
MAGGOT MANIA
P. MOORE ASTROLOGY
CYCLONS
ESCAPE MCP
DATA MUSIC
WORLD CUP FOOTBALL
PYRAMID
BEAKY AND EGG SNATCHER
IN THE BEGINNING
UNORTHODOX ENG.
CITADEL OF CHAOS
MUTANT CAMELS
SHEEP IN SPACE
ORC ATTACK
DANCING MONSTER
KAYAK
BIRD MOTHER
WEB
STAR FIGHTER
THRUSTER
CAPTAIN KIDD
CRAZY BALLOONS
ANTICS
GOLF
TITANIC
RATSPLAT
HELION

COMM 64

TITLE
AH CONDOR
ONE ON ONE
WILD WEST
BATALYX
TORNADO LOW LEVEL
RADAR RAT RACE
BOOGABOO
SEE SAW
MATCHMAKER
DRELBS
GYROPODS
SUPERBASIC 64
SPELLUNKER
FRANTIC FREDDIE
AUTOMAN
SUPER PIPELINE
RIVER RESCUE
TRIO
ZUNKY
LORDS OF MIDNIGHT
GYROPOD
PYSTRON
EUREKA
SABRE WOLF
UNDERWORLDE
KAISER
G MASTER CHESS
OUT BACK
CLOWNS
INTERVIEW
SPYS DEMISE
GILLIGAN'S GOLD
CAD CAM WARRIOR
ELIDON

COMM 64

TITLE
GORTEX
TWIN KINGDOM VALLEY
FRAK
ALMAZZ
STORM WARRIOR
QUAKE
PSI WARRIOR

C16+4

G BATON
MAIL TRAIL
SEA STRIKE
MEGA ZAP
RAIDER
ZONE CONTROL
CONTROL COMMAND
SKELBY
OP. RED MOON
LASER 9000
STARLIGHT 1
GNASHER
GOLF
O LEVEL PHYSICS
O LEVEL CHEMISTRY
O LEVEL MATHS
O LEVEL BIOLOGY
SPIDERMAN
MAYHEM
JACK ATTACK
SHOOT IT
HOPPIT

C16+4

TITLE
MUNCH IT
CLIMB IT
MANIC DEATH CHASE
RIG ATTACK
ZAP-EM
ESCAPE FROM PULSAR
TIME MACHINE
10 LITTLE INDIANS
WAXWORKS
WIZZARD OF AKYRZ
LAWN TENNIS
CANOE SLALOM
RAFFLES
DORKS DILEMMA
WACKY PAINTER

VIC 20

FACE MAKER
KIDS ON KEYS
STORY MACHINE
TURTLE GRAPHICS
MATRIX
SNOW STORM
CATCH
CRITTERS
RACE FUN
ENGLISH LANGUAGE
INTRO. TO BASIC VOL 1
INTRO. TO BASIC VOL 2
NURSERY SONGS
PLAGUE/ALIEN

MORE 5 STAR BARGAINS FOR MAY

EXTRA VALUE

COMM 64

TITLE	PRICE
JOHNNY REB II	1.65
YABBA DABBA DOO	1.65
SCHIZOFRENIA	1.65
FOOTBALL MANAGER	2.50
TURBO	2.75
PILOT	2.75
BROAD STREET	2.75
SPLIT PERSONALITIES	2.75
ON COURT BASKETBALL	3.50
ON COURT FOOTBALL	3.50
WORLD SERIES BASEBALL	3.50
OFF THE HOOK (10 GAMES)	3.50
THE FORCE	3.50
COMBAT LYNX	3.50
GHOSTBUSTERS	3.50
BACK TO THE FUTURE	3.50
RESCUE ON FRACTULS	3.50
TOUCHDOWN FOOTBALL	3.50
DALEY THOMPSON DECATH	3.75
LITTLE COMPUTER PEOPLE	3.75

COMM 64

TITLE	PRICE
SPACE SHUTTLE	4.25
ROBOTRON	5.25
GOLF CONSTRUCTION	5.25
SUPER ZAXXON (DISC)	5.25
MINDSHADOW (DISC)	5.25
LITTLE COMP. PEOPLE (DISC)	5.25
BACK TO THE FUTURE (DISC)	5.25
HERO (DISC)	5.25
PITFALL (DISC)	5.25
PITFALL II (DISC)	5.25
RIVER RAID (DISC)	5.25
ROCK 'N BOLT (DISC)	5.25
MASTER OF LAMPS (DISC)	5.25
PAPERBOY	5.75
GAUNTLET	5.75
WORLD GAMES	5.75
FIST II	5.75
SPACE HARRIER	5.75
BOMB JACK 2	5.75
KONAMI COIN-OP	5.75

COMM 64

TITLE	PRICE
CHAMP. WRESTLING	5.75
10th FRAME	5.75
ACE	5.75
LEADER BOARD	5.75
REVS	8.50

C16+4

FOOTBALL MANAGER	2.50
MANIC DEATH CHASE	2.75
OLYMPIADS	2.75
LAWN TENNIS	2.75
CANOE SLALOM	2.75
RAFFLES	2.75
XARGON WARS	3.50
TWIN KINGDOM VALLEY	3.50
WORLD CUP	3.50
BEACH HEAD	5.25
XARGON'S REVENGE	5.25

C16+4

TITLE	PRICE
SWORD OF DESTINY	5.25
INTERNATIONAL KARATE	6.50

AMIGA

ONE ON ONE	14.99
SKYFOX	14.99
ARCHON	14.99
ARCHON II	14.99
7 CITIES OF GOLD	14.99
INSTANT MUSIC	14.99

VIC 20

RESCUE	1.65
FANTASIA	1.65
GALAXIANS	1.65
JUPITER DEFENDER	1.65
FROG	1.65
ALIEN ATTACK	1.65
PENNY SLOT	1.65
CRAZY KONG	1.65
FALCON FIGHTER	1.65
VILLAIN	1.65
WUNDA WALTER	1.65
THE PIT	1.65
PLAGUE/ALIEN DEMON	2.75
DONKEY KONG	3.50

FOOTBALL MANAGER 2.50

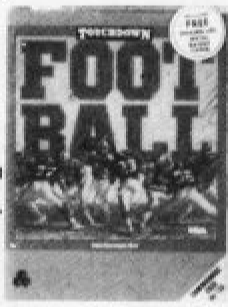


C64/128
GOLF
3D SIMULATION AND CONSTR. SET
5.25

SCOOP PURCHASE



C64/128
VIC 20
C.16
FOOTBALL MANAGER
2.50



C64/128
TOUCH DOWN FOOTBALL
3.50

SIX GREAT GAMES ON TAPE OR DISC

COMMODORE 64 PACKS



SIX GREAT GAMES

PAX 7	PAX 12	PAX 13
1 PARAS	1 A VIEW TO A KILL	1 TURBO 64
2 AAH CONDOR	2 FRIDAY THE 13th	2 DERBY DAY
3 JOHNNY REB	3 CODE NAME MATT II	3 PILOT 64
4 EGBERT	4 PYRAMID	4 GOLF
5 SKULL	5 TEST MATCH	5 WORLDCUP
6 FABULOUS WANDA	6 BEAKY & EGG SNATCHER	6 TEST MATCH

TAPE OR DISC

SIX GREAT GAMES
TAPE 4.99 DISC 5.99

LAST FEW

1530 DATASSETTE UNIT C2N



NEOS MOUSE

NEOS MOUSE + CHEESE



LIMITED STOCKS!
UNREPEATABLE OFFER!

ALL PRICES INCLUDE VAT & DELIVERY

PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO - MUSIC BY MAIL -



STARGLIDER

After a bewildering series of conversions, *Starglider* has finally arrived on the machine for which it could be said it is best suited, the Commodore Amiga.

Like most Rainbird games, *Starglider* comes complete with an excellent novella, in this case written by James Follet, an author of some note. Surprisingly, however, this game relies heavily on the novella's storyline. Anyone who has read it will fare a great deal better than those who simply jump in with guns blazing.

The object, for all this fiction, is simply to travel around an imaginary planet, in this case Novenia, killing as many alien lifeforms as possible. To help you achieve this, you have been equipped with a highly potent AGAV (Airborne Ground Attack Vehicle), a never-ending supply of laser power, and missiles. As Jaysan (the daredevil pilot whose body you take control of), you must make the most of your weapons, in order to gain as many points as possible. Each alien has a different value ranging from 50 for a small drone, to 7,500 for a Starglider. Each time you accrue 10,000 points, you are transferred to a new and more complicated level. Starglider takes the realms of Amiga games another giant step forward. What Jeremy San has managed to do is tame the blitter, a dedicated chip that allows the computer to move data around the screen incredibly quickly. It is this factor more than anything else which has resulted in the speed increase over the ST version.

Other differences from the ST include minor changes to gameplay and the addition of some excellent music. Using sampled sounds and true sequencing, *Starglider* is one of the first games to produce a soundtrack of which the machine is capable.

After a few hours play the basics become obvious and you can spend more time learning the ins and outs of wreaking havoc on the likes of Fleet Commander Hermann Kruud, pilot of Starglider One (the ultimate baddie).

To kill a *Starglider* it is not only necessary to be able to fly like a demon, you must also use your missiles to their best effect. Once a missile is launched your mouse controls only the missile, and you must therefore focus all your energies on pin-pointing the adversary. Of the objects that have to be killed using missiles (which include Stargliders, Walkers, and Stompers), I found Stompers the most difficult, particularly as, unlike Stargliders, they never run away. Rather they head straight forward, inflicting massive damage on what is, after all, only a flimsy spacecraft. On later levels, it is necessary to hit Stargliders with up to five missiles to kill them, a challenge for even the most agile pilot. Fans of the Star Wars trilogy will immediately recognise the Walkers from 'Return of the Jedi', and the way in which they are animated (including a peculiar wobbling walk) is remarkable to say the least.

In order to extend the game, it is necessary to master both docking with silos, and the collecting of fuel. The former is simply a matter of establishing where a silo is and then swooping down and hovering until the entrance appears. Collecting fuel is a much harder task, and without giving too much away, most people (unless they are very lucky) will not work out how to achieve refuelling unless they have read the novella.

Once in a silo, your AGAV has its shields and energy replaced, and an extra missile can be taken on board (unless you already have two). At this point you can also interrogate the silo computer, which will give you valuable tips on killing enemy ships.

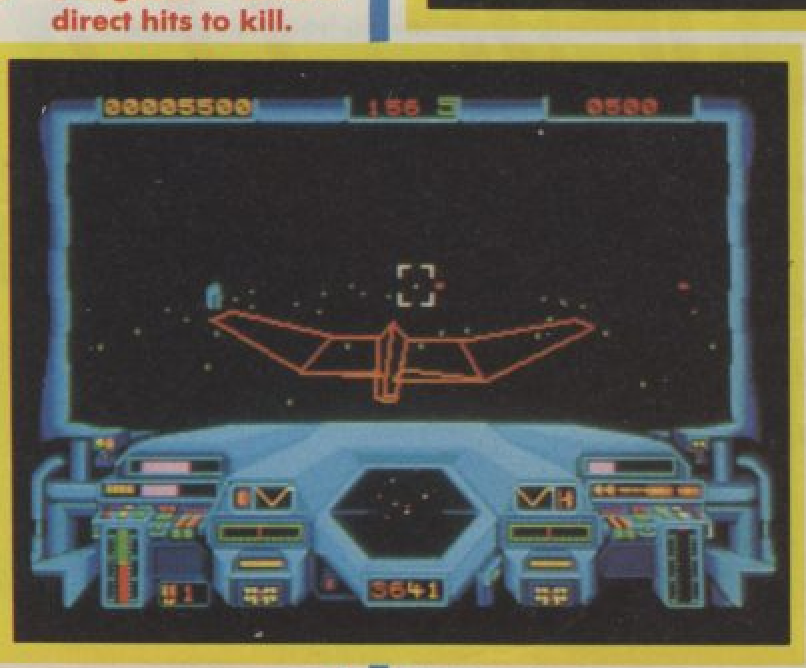
Starglider is a game that, unlike most current Amiga games, will be remembered in four years time.

Francis Jago

Amiga
RAINBIRD
Price: £24.95/disk



Starglider "best suited" to the Amiga.



Hermann Krudd's Starglider — several direct hits to kill.

Graphics
Sound
Toughness
Endurance
Value

7 Overall

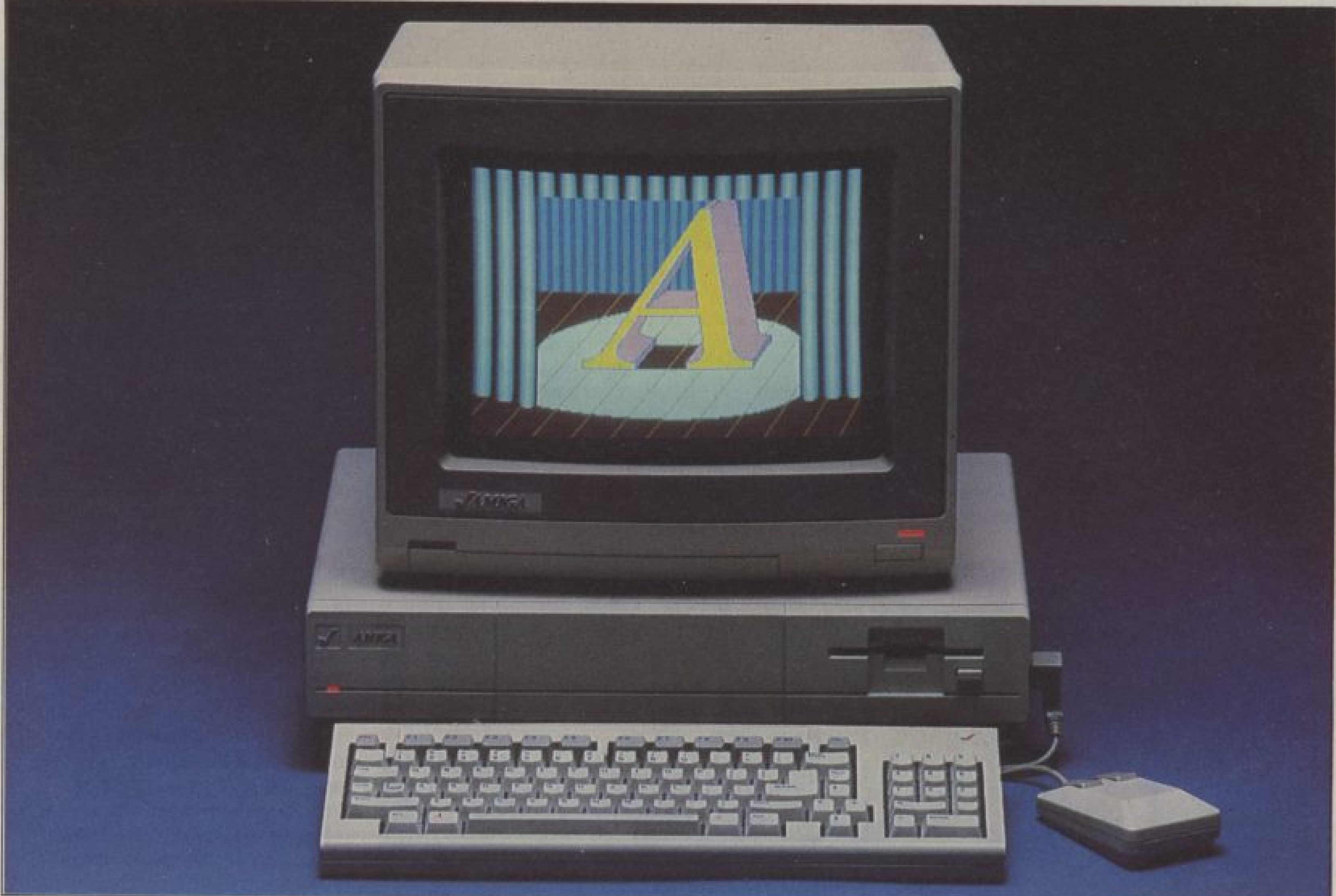
PUTTING · THE · FUTURE · INTO · YOUR · HANDS

Commodore

PEARTREE COMPUTERS LTD

Approved Commodore Dealer

Peartree House, No 1 Blackstone Road, Stukeley Meadows Industrial Estate, Huntingdon, Cambs PE18 6EF. Telephone (0480) 50595



£799 BELIEVE IT!

Commodore AMIGA 1000

As seen above, **The AMIGA 1000** comes complete with:

- ★ **High resolution colour monitor**
- ★ **512K RAM**
- ★ **Single 3.5 inch floppy drive**
- ★ **Mouse**

Now in stock the New

AMIGA 2000 Series from **£1095.00**

We accept **Barclaycard/Visa/Access/Mastercard**/postal orders or cheques. We accept government and educational orders. Dealer enquiries welcome.

All you have to do is to list your requirements on a sheet of paper, post it to us quoting ref, and we will despatch your goods within 24 hours, stock permitting. Make cheques payable to **Peartree Computers Ltd.**

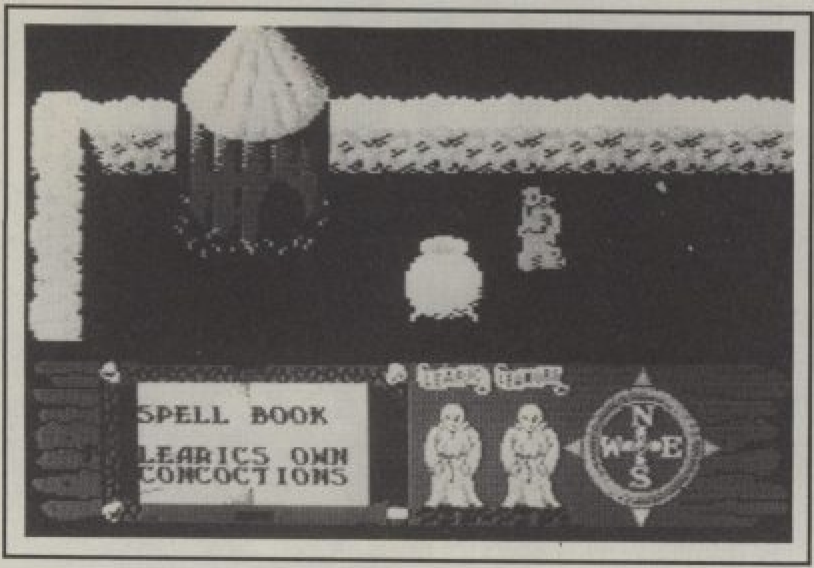
Please add £10 for carriage.

All prices exclude VAT.

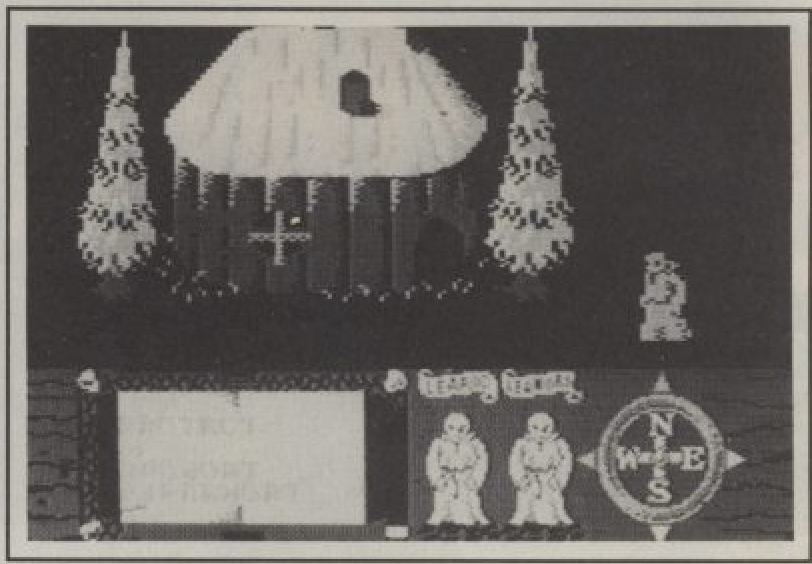
Access/Barclaycard holders—call us on our new special line: **(0480) 50595**.

Prices are correct at time of going to press. Peartree Computers reserves the right to change prices without prior notice.

PUTTING · THE · FUTURE · INTO · YOUR · HANDS



Is there a bug in this cauldron?



Or how about in the nut?

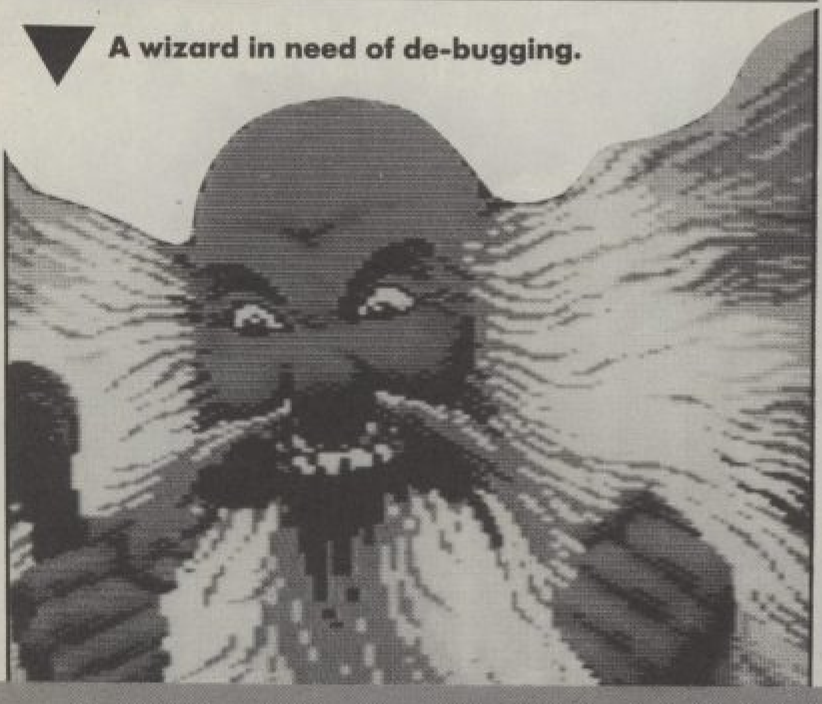
• FEUD

64/128 BULLDOG Price: £2.99

Surely he can't be an, er, bug too.



A wizard in need of de-bugging.



What a shame. If you've seen the Spectrum and Amstrad versions of this game you know that it's really hot. Sadly the 64 version falls far short.

So what's wrong with it? Well, graphics are fine, the tune's groovy, the gameplay fantastic, but there's a bug in every bite!

I'm afraid the 64 version is so bugged that you can't win.

The game is all about two wizards, Learic and Learnoic, who have fallen out and are having a feud.

These wizards must collect special herbs from the magical gardens, and mix them up to make spells. Once armed with a spell, you can use it on the villagers, the enemy or even yourself.

Each spell contains two ingredients, which can be mixed in your cauldron. Each spell has a different effect, especially the bugged one!

The spells go from the harmless type, i.e. invisible, to the meaty types, like lightening bolts and fireballs. Once your wizard has mixed and armed himself with a spell, he can set out to duff up his brother. (Yes, they're brothers — well, boys will be boys.)

To help you avoid your evil kin, you have a magic compass, which is really a scanner, and it points in the direction of the enemy. This is also used when you go looking for trouble, and is an all-round help.

Usually, your evil counterpart is where you want to go, so you must wait for him to leave before heading for a certain herb. Also, the owner of the magical garden, a certain Hieke, will try to stop you going into his garden, so it may be best to use a spell or two when approaching him.

As you defeat Learnoic, you will see his statue start to sink into the earth.

The game is sort of 'Ultimate' based, if you know what I mean, with you running around the screen like the guy from *Sabre Wulf*. Luckily, there are no sleeping rhinos about.

However, watch out for the bugs:

(1) When you cast the sprite spell, you seem to sink into the ground and suddenly you can't play anymore.

(2) When you finally make Learnoic's statue sink, and are expecting a congrats message, you receive one about your death instead. Should you lose, you receive the same message!

If there were no bugs, I would have suggested this game be a cheapo-of-the-month — no doubt about it. It truely indicates high value at £2.99, and I can only hope that Bulldog rework the 64 version and then offer trade-ins on the old tape.

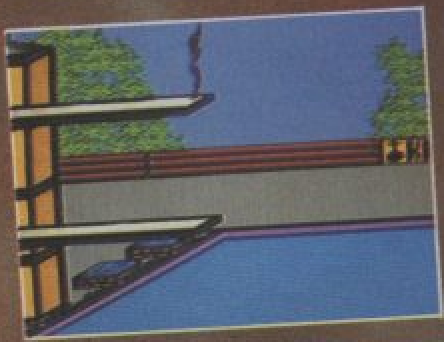
This game has really nice graphics, and gameplay that's very addictive, two important features yet it has been destroyed on the 64, in fact, dare I say it (*no — Ed*) go and see it on the Amstrad to see exactly what you're missing.

By Chris Cain

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance N/A 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

6 Overall

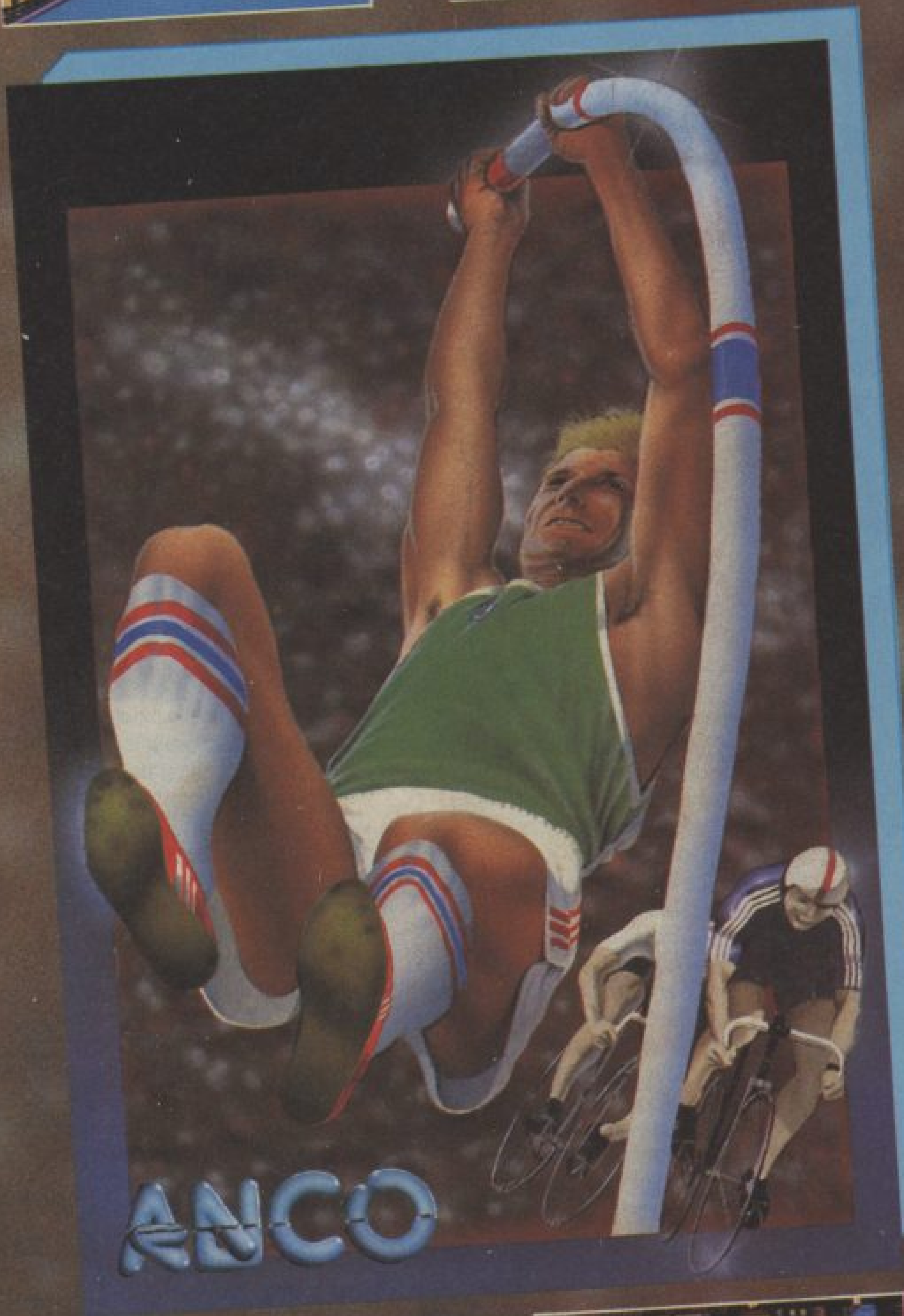
SUMMER EVENTS





C16/+4

£9.95

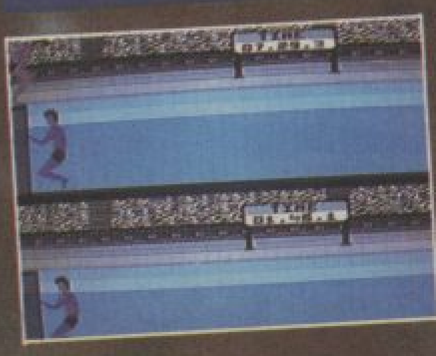


SUMMER EVENTS
by UDO GERTZ

UDO GERTZ, voted programmer of the year for his chart topper, WINTER EVENTS, has once again excelled himself.

The opening ceremony signals the start of a breath taking contest for supremacy in six events - Swimming, Cycling, High Board Diving, Kyaking, Steeple Chase and Pole Vault.

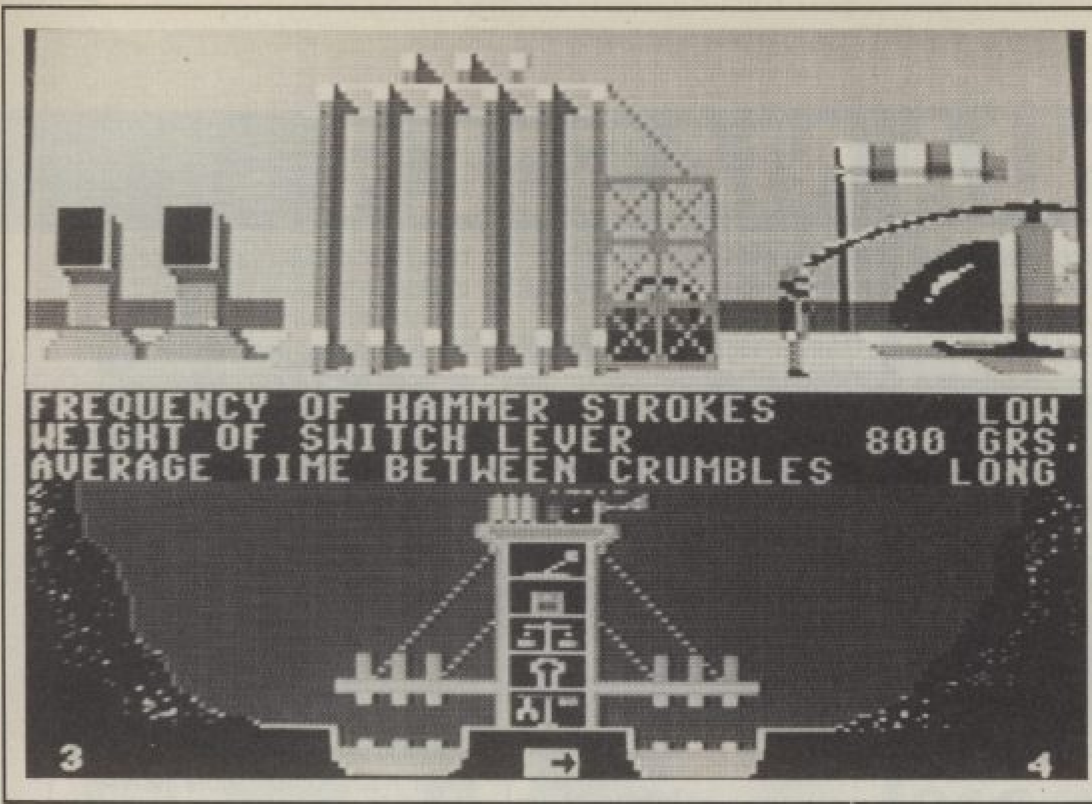
One to four players can practice or compete in one or all events and select the country they wish to represent. The Medal Ceremony at the end of each event, music, superb graphics further enhanced by expanded screen display (no border) and challenging game play set a new standard for C16 and Plus 4 games.





ANCO SOFTWARE
35 WEST HILL, DARTFORD,
KENT. DA1 2EL.

MAIL ORDER:
4 WEST GATE HOUSE,
SPITAL STREET, DARTFORD,
KENT. DA1 2EH.
Telephone: 0322 92513/8.
Payment by Cheque, P.O.
Visa or Access.
24 Hour Credit Card Service:
0322 522631.



◀ **Swinging that hammer ain't easy.**

to be first floor of the base everytime a detector gets lost is merely irritating.

Half the trouble is that there's no sense of danger. The hammers don't crush you, but simply knock you into the water. The landslides don't bury you either, only your tools.

But the real killer is what you get to do with your precious nuggets. These are taken to the scales on the second floor where they must be grouped according to size. Only certain nuggets — weighing 10, 20, 50 and 100g — are pure enough to be moulded, and the remaining eight varieties must be discarded. However, you can only weigh the nuggets against each other, and there's no calibration on the scales. The while thing is one of those

PNEUMATIC HAMMERS

64/128
FIREBIRD
Price: £1.99/cass

Andromeda Software has worked awfully hard on Firebird's latest budget epic. The trouble is, the programmers left out one vital ingredient. Fun.

Pneumatic Hammers is an arcade/ simulation game, set in the Lee Valley Gold Research Base at the bottom of a deep ravine. To either side of the base, enormous piston-like hammers are pounding bridge pillars into the river bed, but this incessant bonking is shaking up the rock face, causing continual landslides. The hammers must be switched off, but — oh, no! — the power lever has *broken off!!*

Enter ace troubleshooter Red O'Blair. In a second he sizes up the situation, and declares that a new lever must be cast. This involves combing the landslides for gold nuggets, weighing them for purity, popping them into the furnace, stoking it up to the correct heat, and casting the new handle. Then the power can be switched off. Lesser mortals than Red would simply have pulled the fuse, but then we wouldn't have a game.

A cross-section of the playing area — the six floors of the Research Base, the six whamming hammers, the bridge pillars and river bed, and the rubble-strewn valley sides — is displayed in the bottom half of the screen. Keep an eye on this, because it not only shows Red's current position, but also the number of nuggets on each side of the river, and the expected site of the next rock fall.

The upper screen is where the action takes place, and this either displays our chunky hero as he leaps about the base and the river, bed, or else a close-up of his hand as it gropes for nuggets, metal detectors, crane controls, scales or the on/off switch.

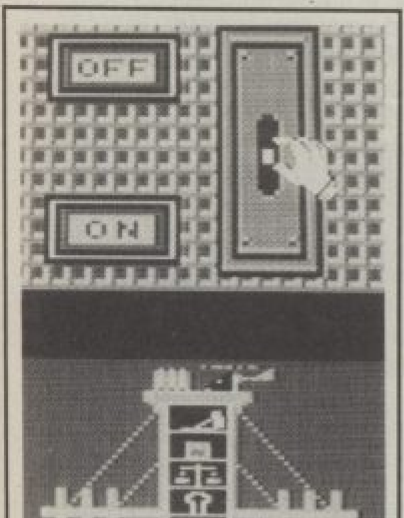
Getting to the buried nuggets involves first taking a metal detector from the store, and then reaching the valley side by hopping from pillar to pillar, avoiding the descending hammers.

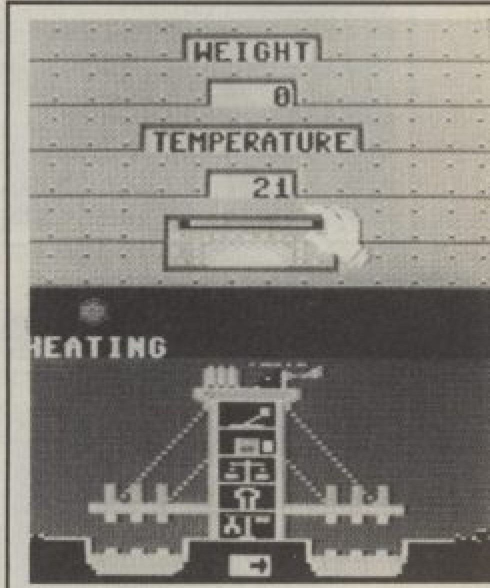
Then it's a quick scrabble about in the rubble with the detector, listening for the rising whine as it nears a nugget, dropping the gold. If you hear the rumble of an approaching landslide on your side of the valley, hang on to your detector or it'll get lost and you'll have to return to base for another.

While all this is going on, the hammers keep banging away, slowly knocking the pillars under the water. Stacks of logs on the river bank can be used to raise the pillars again, and if these run out, you can replenish them by nipping inside the base, operating the crane, and lowering another load of timber.

All this frantic activity makes the game sound fast and furious. It's not. The pixel-perfect precision required to jump from pillar to pillar is not so much fun as frustrating, and the nugget-finding and crane-operating sequences quicky becomes tedious. Having to return to the first floor sequences quickly becomes tedious. having to return

▼ **Nice graphics — but is it fun?**





▲ **Everything is displayed for you.**

impossible brain teasers which used to appear in maths exams. And this is meant to be a *game!*

Pneumatic Hammers has lots of attractive features, like practice modes, the ability to set the frequency of rockslides and hammer falls, a detailed high score table, and even a 'play blind' option. Add to that some adequate and effective SFT, complex and thoughtful gameplay, and reasonable graphics.

But, in the final analysis, *Pneumatic Hammers* leaves me flat (ouch!).

Bill Scolding

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall

• NINJA MASTER

C16 and Plus/4
FIREBIRD
Price: £1.99

Looks like the 'Dance of the Sugar Plum Ninja'.

Those of you who read the C64 reviews (and why not) will have seen my seminal critical work on that version of *Ninja Master* in the August 86 issue. I said it was a load rubbish (it was) and my advice was not to buy it.

Recognising a hot tip when they saw one, virtually every 64 owner in the world went out and bought it, sending it rapidly towards the top of the charts.

Oddly enough, although the C16 version is almost identical, I'm more favourably inclined, I'll tell you why in a minute, but first, the game.

All I got was a cassette, but as I recall the blurb is something about being brought up as an acolyte in a monastery because your parents moved house without telling you and nobody had invented the social services. *Ninja Master* is the final test of your skill — sort of 'O' level martial arts.

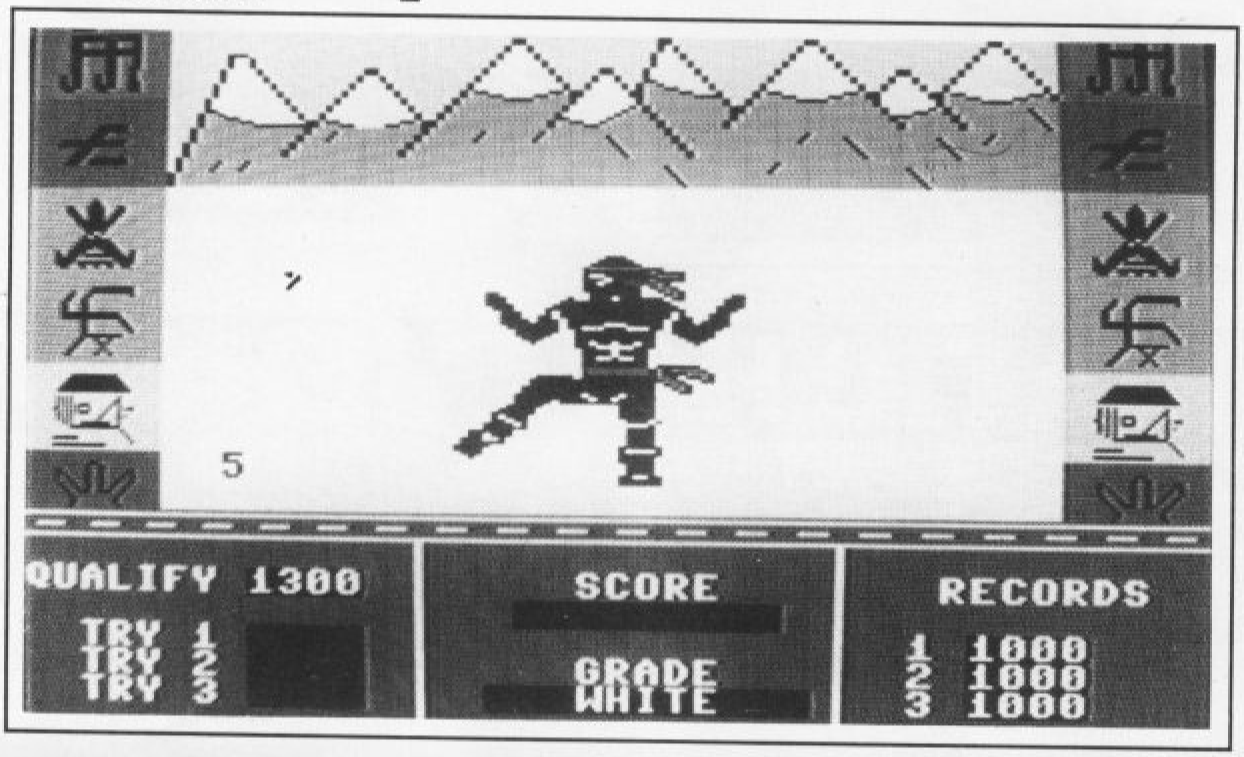
There are four tests which you must complete successfully. In test one you must defend yourself against flying arrows with your bare hands. The arrows appear on screen in one of four positions. The appropriate tweak on the joystick throws out an arm or a leg to stop it.

Test two: joystick wiggling Track and Field style. Pump up the power meter in 20 seconds before the Ninja chops some firewood.

Test three: more arrows, this time you have a sword.

Test four: Hit a 'blob' which flies across the top of the screen, using a specially-designed Ninja peashooter.

As you can see, it's pretty straightforward. My major complaints about the 64 version were that it was too easy, quite boring, the graphics were appalling, there was no sound, and I didn't like it. All of these apply to a lesser degree to the C16 version because it is identical in virtually every respect.



• SCOOBY DOO

C16 and Plus/4
ELITE
Price: £7.95

Scooby Doo must be the only program in TV history to get away with having the same ending every week. Surprise, surprise, kids, the old house wasn't haunted at all. It was Mr Brown the baker and Mr Green the grocer dressed up in white sheets. They wanted to keep people away from the house so no one would discover that the huge quantities of food they were delivering were in fact stolen bars of gold craftily disguised as bananas and chocolate eclairs.

The Elite version has the gang — Velma, Shaggy, Daphne and Fred — seized by a couple of nutty scientists, a slight variation on the theme. Scooby must rescue them before, well, before the end of the program I suppose.

It's a platform game in the classic style, a bit like snakes and ladders without the board and dice. Scooby, with your help, must make it from the ground floor to the top via a number of strategically-placed ladders. He will get there a lot quicker if you manage to avoid falling through the numerous trapdoors. He won't get there at all unless you can steer clear of the hordes of ghosts which appear from behind every door and wall.

The alternative to running away is to stand your ground and punch them on the nose. Don't bother beating them around the head until they disappear, it's a waste of valuable time. A couple of jabs is enough to despatch them.

If you can't run fast enough, or the old left hook isn't timed with precision, the ghost sends Scooby into a dizzy spin, which not only costs you more time, but loses one of your five lives.

There were a couple of things that really irritated me. In order to reach a convenient ladder, you have to

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

8 Overall



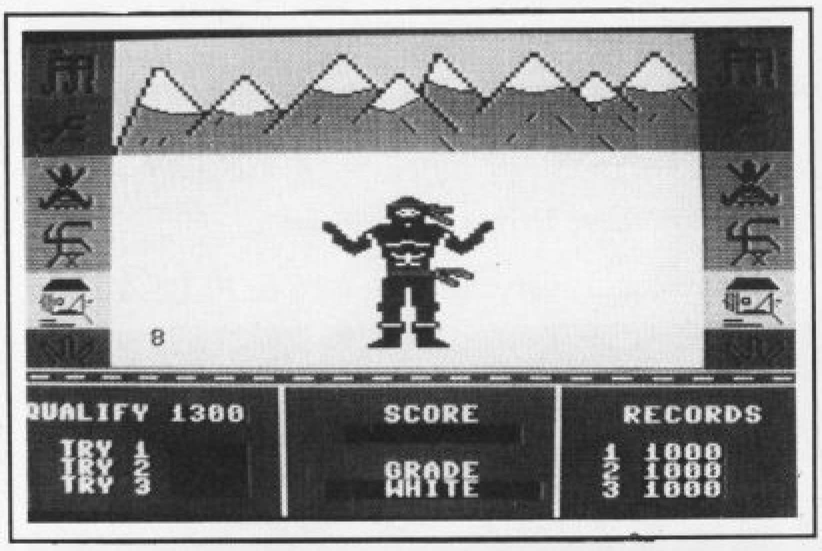
Scooby looks pretty ghostly himself as the ghouls close in.

Why to a lesser degree? Because the C16 is a less expensive and less sophisticated computer and so your expectations are naturally lower. Compared with other C16 games, particularly the Oriental aggro variety, *Ninja Master* comes out smelling of roses.

Some of the criticisms are still valid. It is too easy. You can achieve maximum points on the wood chopping at the second attempt, interestingly enough if you sit there and do nothing you still get 40. *Ninja Master* is crude and I wasn't exactly wild about it the first time around, but for all its faults it kept me amused for an hour or so.

Ken McMahon

Ninja master — not as naff as the 64 version.



Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

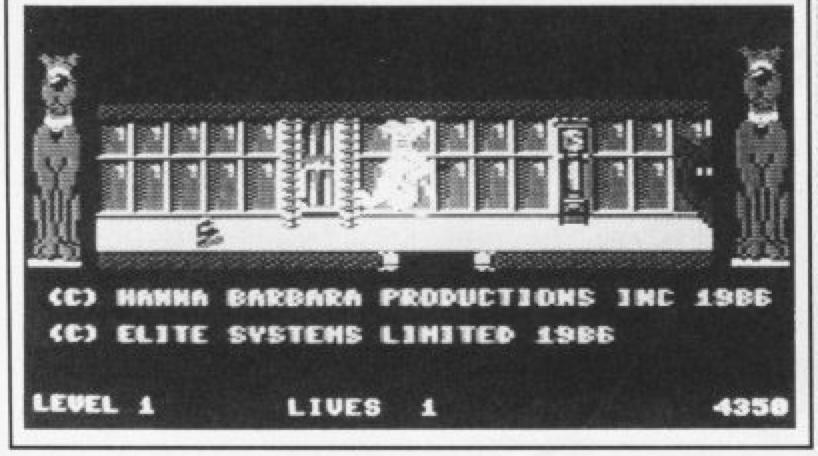
4 Overall

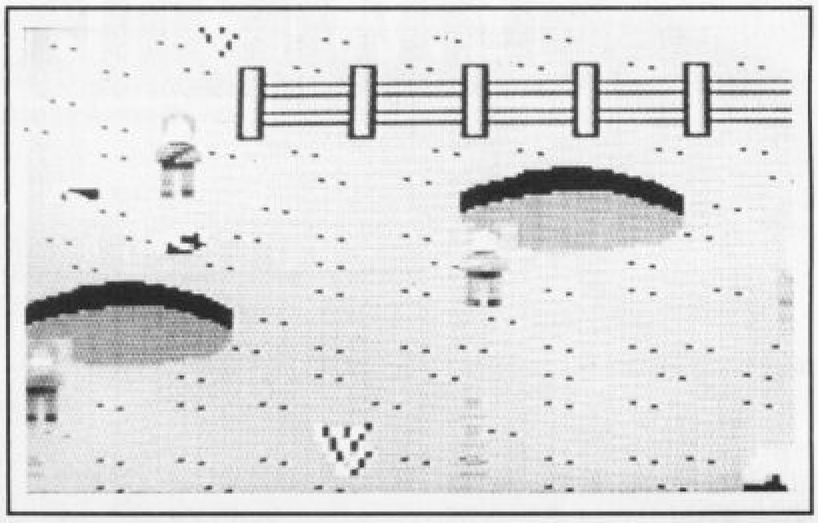
walk along the corridors past several doors from which appear the ghouls and spooks. Very often they jump on you just as you're passing the door, you don't have a chance. To make matters worse, when you've been done in by a spook, you can't move anywhere without having to shove the joystick twice in a particular direction. By the time you've got that one sorted out they're virtually on top of you again.

Despite those grumbles, the game has a lot going for it. The graphics are great, the 'interior design' of the house being one of the best I've seen in any C16 platform game. The idea is as old as the hills, but the game succeeds all the same. Scooby Doo wasn't a huge success with C64 owners who tend to be a bit more fashion conscious about their games — platforms are out this year. It deserves to do a lot better on the C16.

Ken McMahon

Old idea but "the game succeeds".





● GUN LAW

C16 and Plus/4 MASTER-TRONIC Price: £1.99/cass

Four months of attacking aliens have taken their toll — they've pinched all of your weapons and destroyed what they couldn't carry. To make things worse all of your soldier chums have lost their bottle and bolted for it. So there are are on your own, aliens galore, your own weapons being used against you, with only your trusty machine gun and five lives tucked under your belt.

All of this is just an excuse for a *Commando* rip off. Mastertronic are well known for ripping off arcade games with good results, maybe that's why they're starting a new arcade label. Somehow I don't think they were going to pull it off this time because I spotted the name Richard Clark, author of the incredibly powerful sleeping drug game *Trizons*.

A press of the fire button lands you right in the middle of the action, blimey, you think, where is everyone? As a few carbon copies of my man came out of nowhere and shot my nut off. After this I got the message. I was the green character, the aliens were the blues. There are five levels in this game but it is incredibly hard, as I charged up the screen aliens popped up in my way and I kept on running up their rear, seasoned gamers should know that doing such a thing is lethal.

After a while you notice that the best approach is to work your way up the screen slowly blasting any stray aliens. On the way I saw some nice ideas for obstruction like gates, pulsing electric fences and some bouncing UFO's. There were, of course, the usual hazards to be overcome like boulders, ponds, stumps of grass and dog mess done near the vacant buildings.

The graphics are nicely defined and move about smoothly but unfortunately have those dirty big sprite blocks surrounding each character. The colours chosen look great in colour but bits of your man disappear in black and white.

The sound is low and I don't just mean in quality, this programmer must have bad hearing to use such low frequencies only. But as the saying goes, poor sound is better than no sound — it goes with action well enough.

The gameplay is good but being limited to four directional control was a bit confusing at times. It is hard to get into and you'll get very frustrated when you can't even go a few centimetres up the screen — which scrolls very smoothly.

Do I like it? Yes. Congrats to Richard, this is the best *Commando* clone out on the market and I've seen them all (and played them as well).

Fikret Cuffei

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

6 Overall



U.K. Soft Centre

C128			C128
C128 BASIC Compiler			47.00d
DBASE II			110.00d
Micro Clerk (Complete accounting package			89.50d
PLUS Spreadsheet, Database and Word Processor)			
Oxford PASCAL			47.00d
Superscript 28			69.95d
Swift Spreadsheet 128			22.50d

C64 BUSINESS			C64
Mini Office 2	NEW	16.00t	18.50d
Paperclip (Word Processor)	NEW		42.50d
Practifile (Database)	Special		20.00d
Swift Spreadsheet 64			22.50d
Superbase 64			44.95d
Superscript 64			44.95d

C64 EDUCATIONAL			C64
Alpha Build (4-8yrs)		8.75c	
French Mistress A and B (each		7.95t	
German Master A and B (each)		7.95t	
Number Tumblers (8-12yrs)		8.75t	
Word Power (10yrs+)		8.50t	

C64 UTILITIES/GENERAL			C64
Art studio		12.75t	15.95d
GEOS (Operating System)	NEW		48.00d
Laser BASIC Compiler		19.00t	24.00d
Optical Mouse & Graphics Pack			47.50d
Supertype (Typing tutor)		17.50t	19.50d
Quill + Illustrator		16.50t	19.50d

C64 FLIGHT SIMULATORS/WAR GAMES			C64
ACE (Air Combat Emulator)		8.50t	11.50d
Ace of Aces		8.50t	12.95d
Acro Jet		8.50t	12.95d
Carriers at War by SSG	NEW		24.00d
Destroyer	NEW		12.95d
Europe Ablaze by SSG	NEW		24.00d
F15 Strike Eagle	NEW	8.50t	12.95d
Field of Fire		8.50t	12.95d
Gunship (Helicopter)	NEW	13.50t	18.00d
Heathrow Air Traffic Control		7.50t	
Reach for the Stars by SSG	NEW		24.00d
Sky Runner	NEW	8.50t	
Silent Service		8.50t	12.95d
Solo Flight II		8.50t	12.95d
U.S.A.A.F. by SSI	NEW		28.00d
Vietnam		8.50t	12.95d
747 Flight Simulator (Doc Soft)		10.75t	13.50d

C64 ADVENTURES			C64
221b Baker Street	NEW		12.95d
Alternate Realtiy Pt 1 — The City			18.00d
Hitch-Hiker's Guide to the Galaxy			24.50d
Jewels of Darkness (3 Adv's)		12.75t	12.95d
Leather Goddesses (Adults Only)			24.50d
Masters of the Universe	NEW	8.50t	12.95d
Moonmist by Infocom			23.00d
Murder on the Mississippi			12.95d
Silicon Dreams (3 Adv's)		12.75t	18.00d
The PAWN	NEW		18.00d
Ultima III	Special		15.00d
Ultima IV			18.00d
Vera Cruz Affair		7.75t	12.95d
Wishbringer by Infocom			23.00d

C64 ACTION/GAMES/SPORTS			64
Colossus Chess 4.0		8.50t	12.95d
Gauntlet		8.50t	12.95d
B Clough's Football Fortunes	NEW	13.50t	16.00d
Elite		12.75t	15.75d
Leader Board (Golf)		8.50t	12.95d
Marble Madness	NEW	8.50t	12.95d
Repton 3	NEW	8.50t	10.50d
Scrabble		11.50t	13.50d
Sentinel		8.50t	11.50d
Star Glider	NEW	12.75t	18.00d
Tenth Frame	NEW	8.50t	12.95d
Tracker	NEW	12.75t	16.00d
Trivial Pursuit		12.75t	18.00d
World Games		8.50t	12.95d

C16 — PLUS 4			C16 — PLUS 4
Blockbusters			7.00t
Computer Hits (10 games)	NEW		8.50t
Future Knight	NEW		6.50t
Home Office (Database & WP)			9.75t
Konami's Coin-Op Hits	NEW		8.75t
Paintbox (Drawing Utility)			9.00t
Scooby Doo			7.00t
Sports 4			7.00t
Trailblazer			6.00t

PLUS 4 only			PLUS 4
ACE (Flight Simulator)		8.75t	12.95d
Bridge Head		7.50t	
Mercenary		8.50t	
2nd City for Mercenary		5.50t	
Saboteur		8.50t	
Strip Poker	NEW	7.50t	

t = cassette tape d = diskette c = ROM cartridge
SPECIAL — SUBLOGIC FLIGHT SIMULATORS AT LOW PRICES

JET the brilliant new F16/F18 Fighter simulstor. C64 Disc only £44

FLIGHT SIMULATOR II without doubt the best Flight Simulator on the C64
Cass **£36** Disc **144**

Extra **SCENERY DISCS** compatible with Fligth Sim II and JET **£19.50** each

Please send stamp for our complete list (state which computer).
Please include 50p for Post and Packing for all orders less than £20. Outside UK please include £1 plus 75p for each additional item on all orders. Send Cheque, Eurocheque, Sterling money order or UK Postal Order with order to:

PO BOX 164
CANTERBURY, KENT, CT2 7XG
UK SOFT CENTRE LTD (CU)
TELEPHONE
CANTERBURY (0227) 459608

C16/PLUS 4 Centre

Music Makers

Joysticks - Interfaces

Books - Games - Leads - Ram Packs - Utilities

Budget Games - Flight and Sports Simulations

Text and Graphic Adventures - Data Bases

Paint Programs - Graphic Designers - Spread Sheets

Word Processers - Peripherals - Power Packs

Disc Drives - Printers

Anything and everything for C16 or PLUS 4

Send S.A.E. for the new 12 page catalogue.

ANCO

HOTLINE: 0322 522631
(24 hour service)

C16/PLUS 4 Centre, Anco Marketing Ltd.
4 West Gate House, Spital Street,
Dartford, Kent DA1 2EH. Tel: 0322 92513-18

GET THE BIG ONE !!

THE BIGGEST GAMES PACK EVER

SUPER VALUE PACK **75** NEW ORIGINAL PROGRAMS FOR THE COMMODORE 64 OR 128 **ONLY £9.95**



THE BIG ONE CONTAINS....

YHATZEE	SPACE ATTACK	PONTOON
GAME OF KINGS	KINDER MATHS	OTHELLO
CHESS	DRAUGHTS	PAKATAK
BERZERK	SUPER FROG	BASIC MATHS
POKER	SHUFFLE	MAZE CHASE
TROLLS	TANK BATTLE	VAMPIRES LAIR
TREASURE HUNT	CLUES	THE GORGAN
3 D MAZE	MATCH BOXES	ASTRO PANIC
DEFLECTION	BOMBER BARNEY	SYNTHESISER
DUCK SHOOT	BOWLING	BREAKOUT
SUB HUNTER	DOG FIGHT	SWITCH AROUND
WORD SEARCH	DEATH TRENCH	COLLECTION DAY
SPACE DOCK	BARRICADE	CONNECT
3 D OXO	HEAD ON	DRUM KIT
DITTO	SOLITAIRE	MASTERMIND
DYKE NIBBLER	TERROR CASTLE	DEPTH CHARGE
MONEY GRABBER	HANGMAN	DEFINITIONS
TIC TAC MATH	NIM	PEG PUZZLE

AND MANY,MANY MORE......

ALSO AVAILABLE FOR VIC 20 & C16/+4
MINI COMPENDIUM 20 GAME PACK £6.95

VIC 20

CHECKERS	NIM	DRIVER
SHUFFLE	DRAGONS	FRUIT MACHINE
CLUES	THREES	ATTACK
KINDER MATH	SOLGOR	BOMBER
DITTO	SNAKES	NIBBLER
MUSICIAN	SKIER	SAUCERS
3 D MAZE	SKYDIVER	

C16/+4

SOLITAIRE	THREES	BASIC MATHS
PONTOON	POKER	DEPTH CHARGE
CHECKERS	SHUFFLE	PREDICTOR
CLUES	NIM	TANKS
TIC TAC MATH	SOLGOR	GAME OF KINGS
FRUIT MACHINE	3D OXO	HANGMAN
YHATZEE	MUSICIAN	

PLEASE SEND ME (TICK APPROPRIATE BOX) Goods Dispatched Within Seven Days.
75 GAMES FOR C64/128 ON CASSETTE ☐ ON DISK☐@£9.95 each inc.P&P
20 GAMES FOR VIC 20 ☐ 20 GAMES FOR C16/+4 ☐@£6.95 each inc.P&P
I ENCLOSE A CHEQUE/ P.O. FOR £____ MADE PAYABLE TO AMVIC SERVICES LTD.
NAME ______
ADDRESS ______

SEND TO:
U.K.: 75 GAMES,GROUND FLOOR,536 WEST GREEN RD,TURNPIKE LANE,LONDON N15 3DX.
REP.of IRELAND: 75 GAMES,84 DUNSINK AVENUE,FINGLAS,DUBLIN 11.

TROJAN CAD-MASTER™

THE ULTIMATE IN GRAPHICS TOOLS

COMMODORE 64/128 — SUPERB GRAPHICS SOFTWARE PLUS A TOP QUALITY LIGHT PEN — PLUS4 C16

Discover the exciting world of creating your own graphics on screen.

- **FREEHAND DRAW** - 5 pen thicknesses incl. Quills
- **PAINT BRUSH** - for the artistic touch
- **FILL ANY SHAPE** - use all colours and patterns
- **GEOMETRIC SHAPES** - circles, boxes, triangles, lines & banding
- **DYNAMIC RUBBER BANDING** - on all geometric options
- **PIN-POINT FUNCTION** - for pixel accuracy on all functions

Plus many more too numerous to mention in this ad. All these features in the Program + a top quality Light Pen and an Instruction booklet in one reasonably priced package. Easy to use for creating colourful pictures or technical drawings. Ideal for use by all ages of micro users. Full back-up service from manufacturers. Available at good dealers or direct from Trojan Products.
Please state which Micro.

ONLY £19.95 per pack.



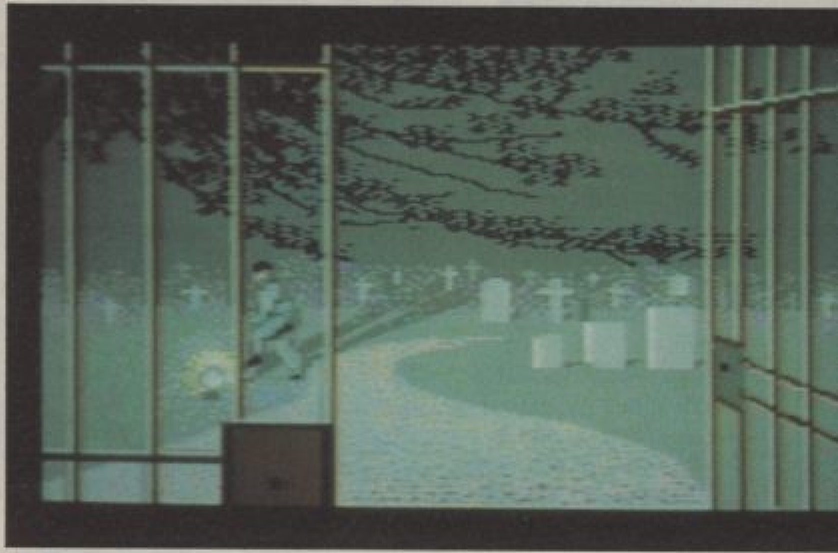
TROJAN

Micro Computer Software & Accessories
Send cheque/P.O. to
TROJAN PRODUCTS
166, Derlwyn, Dunvant, Swansea SA2 7PF
Tel: (0792) 205491.
TRADE ENQUIRIES WELCOMED

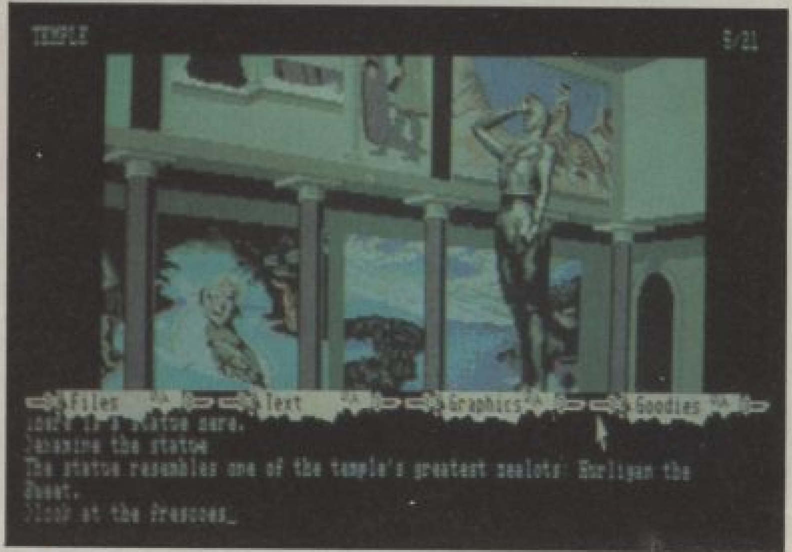


DEEP TROUBLE
SUBBATTLE™
SIMULATOR
Test dive one for yourself.
Unquestionably the most detailed, historic World War II submarine simulation ever created.
Select your command on one of six different US Navy submarines or German Kreigs marine U Boats patrolling the Pacific or Atlantic Oceans from 1939 to 1945.
• Encounter over 60 different missions commencing with convoy target practice and working your way to the highest Wartime Command over the course of the entire way.
• Learn every aspect of underwater warfare: navigation, weapons usage, weather, repairs and conflicts strategies.
• Completely authentic vessels with five levels of maps, periscope, binoculars, radar, sonar mines, torpedos, deck and anti-aircraft guns.
"The undisputed champion of US games houses"
Your Computer Nov. 1986
CBM64/128 £9.99 tape £14.99 disk
IBM £24.99 disk
Atari ST £24.99 disk
SUBBATTLE SIMULATOR
EPYX
The MASTERS Collection
SURFACE TENSION
DESTROYER
The time: 1400 hours. Somewhere in the Pacific. You're at the helm, commanding the greatest concentration of firepower ever put in a lightweight fighter the deadly Fletcher Class Destroyer. You've embarked on the first simulation that actually combines the intricate, largescale strategy of wargaming with the intensity of furious, eyeball to eyeball action. This time you're right in the middle of it all. You knew it wouldn't be pretty, but how tough could it be to rescue a downed pilot? It sure seemed a lot easier than shelling islands, escorting a convoy or hunting subs. Or so you thought. But now look what you've got. Thirteen fully-operational, earbursting battle stations to worry about, all armed to the gills. Not to mention radar. Navigation. Sonar.
And half the Japanese fleet crawling up your spine.
Time to make some tactical decisions.
Will it be the twin 40mm Bofors anti-aircraft guns? Or the 5" leadspewers aft? Depth charges or torpedos? Autopilot or guts? Any choice could be your last, so make it good.
CBM64/128 £14.99 disk
IBM £24.99 disk
DESTROYER
The MASTERS Collection
EPYX
EPYX
Distributed by: U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

INTO THE VALLEY



Someone's digging by lamplight in the graveyard



Frescoes and statues decorate the temple.

GUILD OF THIEVES

Magnetic Scrolls/ Rainbird Software
GrA

Amiga; £24.95
Commodore 64; £19.95 Disk only

by Keith Campbell

To qualify as a member of Reknaught's Raiders, you must be an accomplished thief. By way of an aptitude test, you are dropped by boat at a remote spot in Kerovnia, complete with swag bag, and told to return with your booty only when you have ransacked the nearby castle and surrounding area.

There are plenty of valuables around if only you keep your eyes open — all you have to do is to get hold of them! There's the platinum chalice, for example. The only snag is that it's locked in a cage with a grizzly bear for company. A jewelled die lies in a slotted and locked case. How can it be released? A priceless brooch is hanging in mid-air, way out of reach — can you safely get near to it? Then, of course, there are others that are completely hidden, and have to be found by careful observation, and approached with the outlook of a thief.

Guild Of Thieves is a big adventure, with over one hundred locations. These are set in four main areas: the castle, a temple, a labyrinth of caves, and the surrounding countryside. There is great variety in the problems, and a staggering number of objects that may, or may not, be of use in solving them. But how many are there just to add realism to the game, and how many are essential?

No billiard table would be complete without three balls, and for some reason, attributed to artistic license, this one has four! But are any of them of practical use?

The toilet comes complete with flushing system, lid and paper. It works, and can be used! Is there any use for that paper (other than the obvious)?

Surely there can't be any use for the foam stuffing from inside a cushion, which has been used to conceal something useful from within? But be careful — you could well trip up if you make assumptions like that too often! Even the most innocuous and mundane of objects could just be the key to a whole new part of the game!

The part of the adventure map accessible to the player from the beginning is large. The problems range from gentle to difficult — but few are mind-bending. And as you begin to solve the problems, new parts of the land of Kerovnia begin to open up, and, perhaps, contain the very thing you were looking for somewhere else — so another problem is on the way to getting solved.

The castle drawing room — you can even see the pattern on the carpet.



INTO THE VALLEY



What is a skeleton doing in the echo chamber?

On the other hand, you may come across an entirely new set of puzzles!

It is this feature which makes Guild one of the most enjoyable games I have played in recent months. After drawing a basic map, and listing the known problems, together with the dozens and dozens of objects I had come across, I found I was able to sit back quietly and think of ways to approach each problem.

The construction of the game is such that many can be tackled quite quickly when starting to replay from scratch, once a course of action has been decided upon. This is extremely useful, since it is all very well having a number of saved positions to fall back on, but you may have unwittingly saved these with a flawed start.

Guild is a game which has to be explored time and again before attempting a final solution, for there are many clues lying around in books and magazines. These may take time to register, since often they will relate to problems not yet stumbled upon.

Text is the most important part of any adventure, and Anita Sinclair of Scrolls assured me that the parser, vocabulary, and complexity of plot, takes absolute priority. You might be forgiven for doubting that when you see the graphics! For these, believe it or not, make even those of The Pawn look crude in comparison!

In the same roll-down style which sets them apart, many pictures have infinitely more detail than ever before seen in an adventure. There is the castle lounge, for example, with the sun streaming in through the arched windows, throwing a subtle band of shadow across the beige wall. You can even decide whether the pattern in the carpet, upon which stands a very ornate table, is to your liking!

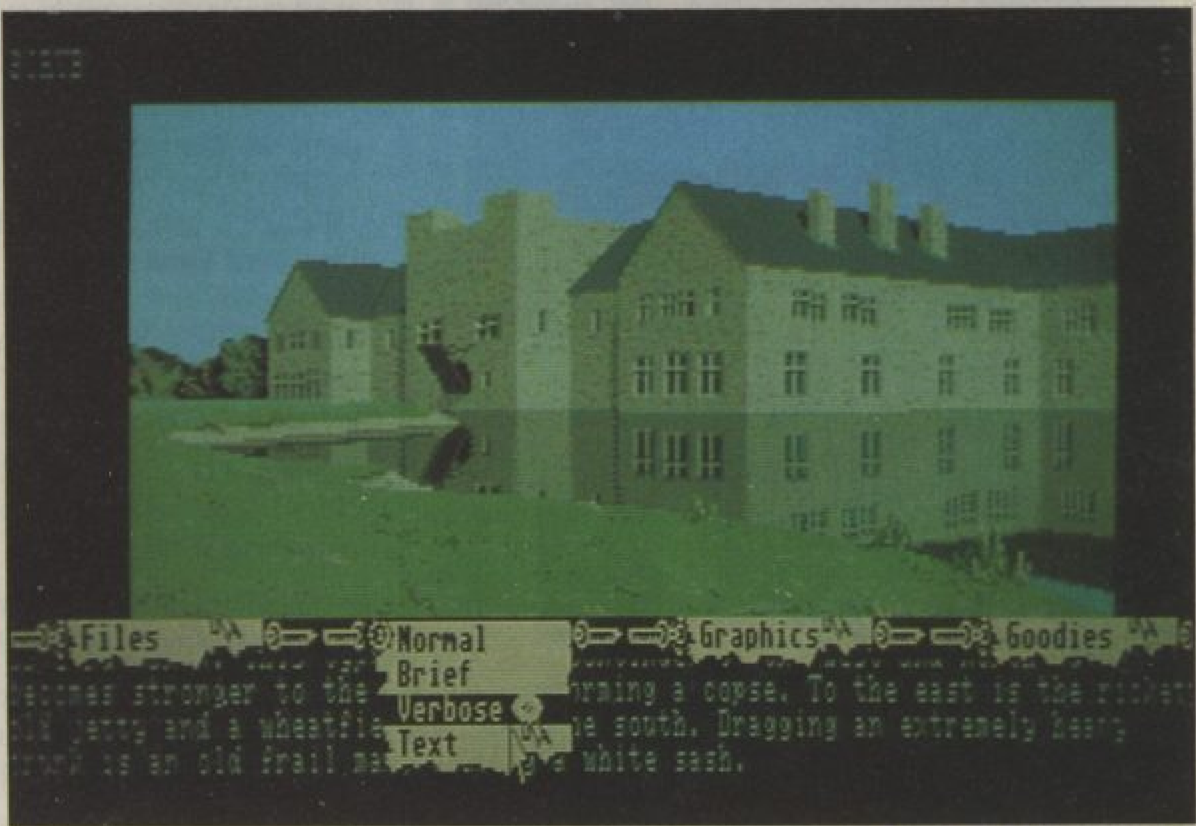
Whilst the Amiga has a graphics capability superior to that of the Atari ST, apart from the 'special' title screen, Amiga owners will get pictures identical to those on the ST. The ST is the machine used to produce the basic 16-bit pictures, and Magnetic Scrolls are so satisfied with the quality, they feel there is little point in using the Amiga for development — a machine which they find infuriatingly clumsy to use at times.

Geoff Quilley, who illustrated The Pawn, is responsible for the pictures. The 64 pictures are copied from Geoff's Amiga originals by artist Tristram Humphries. These have a different style, and again, far more detail and colour, than those on 64 Pawn. This is achieved by something of an optical illusion, creating the effect of colours that don't exist on the 64 by using tiny points of different colours close together — a most time-consuming but worthwhile effort.

The Guild Of Thieves adventure itself was developed on a VAX, and has been in the making since before even The Pawn became available on the QL, way back in late 1985. Expect both Amiga and 64 versions to be available very soon after its initial release. It will come in the usual Rainbird high-quality blue box, complete with a glossy novella, and instructions.

If you own a system on which it can be played — go out and buy it! Even at the relatively high price compared with tape games, it's extremely good value, for there is simply so much in it, so many puzzles to crack. None of them are so mind-bendingly impossible that you are likely to become frustrated and give up.

Well, except, perhaps, the dice problem. Or that macaw who won't co-operate. Or perhaps the ice constrictor who keeps squeezing me to death. That reminds me, how am I to practise black magic? Oh yes, and then there's a little matter of the safe with no key, and that pre-historic bird, and ... Nothing much really — certainly an adventure to enjoy!



Outside the castle — more locations to see.

Volcab/parser	10
Graphics	10
Sound	n/a
Plot	10
Overall	10



It's probably worth checking the fauna and flora in the hot house.

VALLEY Rescue

Kayleth has been the source of many glowing letters — the general concensus, without exception, is that it is a brilliant adventure. But now some answers are desperately needed!

Steve Templeman can't open the iris door on the bridge, can't find a bulb for the compost, and keeps getting crushed by webbing after blasting his way through a bricked-up corridor. Furthermore — what is the significance of a DX logo, he asks?

Meanwhile, Jim Bengtsson is playing *Kayleth* in Sweden, and can't find a light for the mine, nor money to put in the c-ems machine. And he is baffled as to what the cube and the steel ball are for.

From Sweden to Norway, where Lars-Erik Hobber of Tranby is traversing the Labyrinth, and is stuck in the secret corridor. He wants Hoggle to follow him, and expects to find a hidden key, if only he could open the log . . .

Still in Scandinavia, and Michael Rossland of Sunde in Norway, has connected a battery, but is getting nowhere fast in the radio shed, as the plates are dry! Has anyone yet got the current flowing with distilled water in Buckaroo Banzai!

Ring of Power is an oldish game that methinks may have gained a new lease of life. However, I am devoid of clues! Who can help Øyvind Ballingmo of Kual in Norway get past the pirate or the giant?

Colin Turvey is either killed by a lunatic called Renfield, or offers himself as the main course for three greedy young ladies with very sharp fangs. This is part 3 of *Dracula*. Are you surviving, and if so, how?

Williamsburg 3 is an adventure from Microdeal that is stumping Stuart Johnson of Warley. Feeling like a bit of prayer and meditation, he wants to get inside Bruton Church, and can't. Perhaps you should try playing it on a Sunday, Stuart!

And now on to *Masters Of The Universe*. Ian Drake, of Slough, is trying to get through a crack in the wall, and to fix the timelinks to the timegate. What is the wycord for, he asks, and how can he get past Merman in the shadowlands?

If you can help these troubled adventurers, do tell us how to put them out of their misery! And if you are going quietly mad over an adventure, don't suffer in silence — let The Valley come to your rescue! Write to me at The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

We will send you a reply, even if it's a "Sorry! We don't know the answer!"

KENTILLA:
Search vegetation twice, and bale to overcome that sinking feeling.

SPIDERMAN:
A grip on one of many arms, shorts two villains with one blow.

KAYLETH:
To get a start, break and jump.

MASTERS OF THE UNIVERSE:
Examine the bridge and take a turn.

PIRATE ADVENTURE:
Unlock the door from the other side — it's a fishy business.

HOLLYWOOD HIJINX:
Like the psalm and the song says: Turn, turn, turn. Poetic, isn't it?

CAMPBELL'S COMMENT

Adventure games are sometimes described as 'interactive fiction'. This implies that the player, or reader, interacts with the story, and has an effect on its outcome. True, but the mechanism allowing the player to interact is crucial.

It is impossible to 'computerise' a book, giving the reader involvement, just by lifting the story — different strands and developments must be possible, and thus the story has to be extended.

There are adventures that lead the player by the hand, and, rejecting his command, take him where the program wants to. This takes away the feeling of almost limitless freedom to assert one's will whilst playing an adventure.

Infocom's Dave Lebling told me of a game he once played in which he commanded PUT ON TUXEDO. The adventure would have none of it! "You decide not to. You go downstairs and through the front door. You get into a cab and cross town . . ." By the time the reply had stopped, the game had pretty nearly completed itself!

"Adventure is exactly puzzles," is the philosophy of Dave 'Hollywood' Anderson, also of Infocom, and he certainly knows how to create them! It is the puzzles that provide the mechanism for sensible interaction, and the satisfaction of solving them is what hooks players on adventure games.

With that, I think most adventure enthusiasts would agree. But there comes a point where a stinker of a puzzle right at the beginning of a game, can cause untold misery to the player, who has, after all, forked out possibly £20 or £30, and is unable to access most of what he has paid for!

But it must be remembered that playing adventures requires experience. "You can't just bring someone in off the street, put them in front of an Infocom game, and say 'Play it'" suggests Lebling. "There is a definite learning curve."

Provided the puzzle is logical, and all the necessary information necessary to solve it, is available within the game or the package, there is no reason why an early difficult puzzle should be criticised.

My recent experience in playing Hollywood Hijinx, made me stop and think. The game proper doesn't start until you walk inside the house — yet the door is locked and no key is apparently available. I nearly gave up, very nearly — perhaps the pressure of time on reviewers was responsible. But once having solved the puzzle, the satisfaction was so great, I went around with a secret smile on my face, feeling incredibly pleased with myself for the rest of the day! Such is the satisfaction of adventure playing!

Computer owners should be encouraged to play adventures, for they are by far the most fascinating and mind-provoking game form I know. But anyone doing so, should be aware of their own limitations, and check out reviews for the difficulty level, until they are well experienced. It is no good complaining about the puzzles, though, for that, quite definitely, is what adventures are all about!

Hollywood Hi-jinx — almost too tough to play. ►



INTO THE VALLEY

KOBYASHI NARU

Mastertronic
GrA
64/128
Price: £1.99 cass

Here is a very strange type of adventure indeed. It is certainly a very clever piece of programming.

Instead of kicking off with the plot, first let us look at the way the game operates, for that is of crucial importance. Arranged as a square arch around the top of the screen are a series of square boxes containing white on black icons. These are selectable via the joystick or function keys, and highlight in green. Below the arch, the word represented by the selected icon is displayed, and depending upon what type of command it is, may throw joystick control over to the location description text, some six lines at the bottom of the screen.

So that if, for example, you choose the up arrow, meaning GO NORTH, nothing more would happen than a change in location text, and a new graphic, which sits at dead centre of the screen. But if you chose ANALYSE, then the joystick can further be used to select any word of the location text.



Get your tongue around this title — an adventure in itself.

Meanwhile, immediately below the arch, there is a banner scrolling continuously from right to left, usually detailing available exits, but which is interrupted to give a message in response to a command entered.

If that sounds complicated, it isn't when you get the hang of it, but it does make it very difficult to play the game. It is easy to overshoot the required icon with the joystick, and there is so much happening on screen that the concentration in the plot is lost whilst checking out all the visual changes to the screen.

Now to the plot itself. You start off facing three doors, marked Knowledge, Wisdom and Understanding. You have three tasks ahead of you — each door is the way to a sub-adventure in Kobyashi Naru, the 'final trial for those who would be one with the immortals'.

There is a lot of detail in the text, but I immediately found difficulty relating to the humming from a Megaunit, and the Lasalite attached to it. I spent some time fumbling around with the joystick trying to find out more about them. I got the impression that I am alone in the world in not realising that a megaunit is too heavy to carry, and that a lasalite is firmly attached to it.

Worse, I could find no way of effecting a command to press or push the button on the unit, since its description had disappeared from the screen by the time I had selected PUSH, and therefore no BUTTON word was visible to select.

I came to the conclusion that Kobyashi Naru is probably designed for people who can't type. But what adventure player, or come to that, computer owner, cannot type? I'm not altogether sure that I like it. As I said, an extremely slick piece of programming, but for me, anyway, a virtually unplayable adventure.

Novel but tedious method of adventuring.



Pretty pretty graphics in the boxes.



Volcab/parser	7
Graphics	8
Sound	n/a
Plot	3
Overall	6

THE KET TRILOGY

Incentive Software
GrA
Commodore 64/128
Price £7.95 cass

The Ket trilogy is something of a Spectrum classic, consisting of three games entitled Mountains Of Ket, Temple Of Vran and Final Mission. The adventures were originally released separately, during 1984, and there was a modest prize of a video recorder for the first person to solve the series.

INTO THE VALLEY

NEWS

DOUBLE GOLD IS AN INCENTIVE

Incentive Software are setting up yet another new label for adventures written with their Graphic Adventure Creator system. Two adventures on the same cassette will be offered for the same price as the Medallion series.

This move follows the independently reached, and virtually unanimous opinions, of reviewers from all magazines, that Winter Wonderland and Apache Gold were overpriced, says Incentive's Ian Andrews. So reviewers do have an influence, and protect the interests of their readers! Full marks to Incentive for their response.

Meanwhile, Medallion adventures will still appear at their original price, but will be used only for 'exceptional' games — the very best of the bunch.

MORE FROM INFOCOM ON THE WAY

Hot on the trail of *Hollywood Hijinx* will come *Beaurocracy*, a new adventure in which Douglas Adams, author of Hitch Hiker's Guide, has played a leading part. The prolific Adams produced text that would have required a gigantic 2 gigabytes of storage. British author Mike Bywater went to work on the script, and the result is a game which, although not written in Infocom's 'Plus' system, will only run on that range of machines — namely those with a minimum of 128k of memory.

INTO THE VALLEY

That, of course, is past history, for the prize was indeed won. However, the games were not played primarily for the prize, for they were good adventures in themselves, and the trilogy has now been revived for the Commodore 64. The three games come on one cassette — and without a doubt the Commodore owner gets the best deal! Not only is the C-64 package £2 cheaper, the format has a decidedly original feature.

These are not, and never were, graphic adventures. But Incentive have added a graphic display showing the map of the game. This doesn't spoil the surprises at all, for the map starts off blank, and locations are only added as you enter them for the first time.

To keep track of where you are, a little 'man-icon' with a pointer, hops about to indicate your position on the map at any given time. Exits are shown open where they exist, so you can see at a glance the choices of movement that are open to you. So there is simply no need for map-making, sometimes one of the most tedious tasks in playing an adventure, for it is all done for you automatically! The map itself is not artistically spectacular, but the feature itself earns the high graphics rating.

You play the part of a framed murderer under the sentence of death. At the eleventh hour, you are given a reprieve by the Lords of Ket, provided you agreed to carry out a mission for them. To ensure you don't do a runner once released, a bug called Edgar has been implanted into your neck, and at the slightest sign of defection, he will release poison into you.

Edgar is also able to provide help in your task, which is to bring about the death of Vran and Delphia. These two head a feuding group known as the Mad Monks, who are responsible for a series of vicious attacks on the land of Ket. Vran is the Priest-King, and Delphia their High Priestess.

In Mountains Of Ket, you set out to pass through the mountain range from beyond which the attacks come. Temple Of Vran takes over as you emerge from the far side of the mountain, and from here you seek out the villains at their temple, and aim to kill Delphia. It is in Final Mission that you get to killing the powerful Vran himself.

The games have their original two-word parser, which is sufficient if a little annoying at times. EXAMINE is a command that it doesn't like, unless you are holding the object. I also found that if a space is inadvertantly typed onto the end of the second word, the parser thinks that you have, in fact, entered three words, and tells you not to!

The puzzles have a reasonable range of difficulty, and many are quite clever. The games also have a 'Combat mode' which is entered automatically when a foe decides to attack. The map screen clears, and energy and luck points are displayed and updated for both you and your opponent, as the battle proceeds. Attacks, lunges, and dodging is all shown in a commentary, accompanied by suitable sound effects.

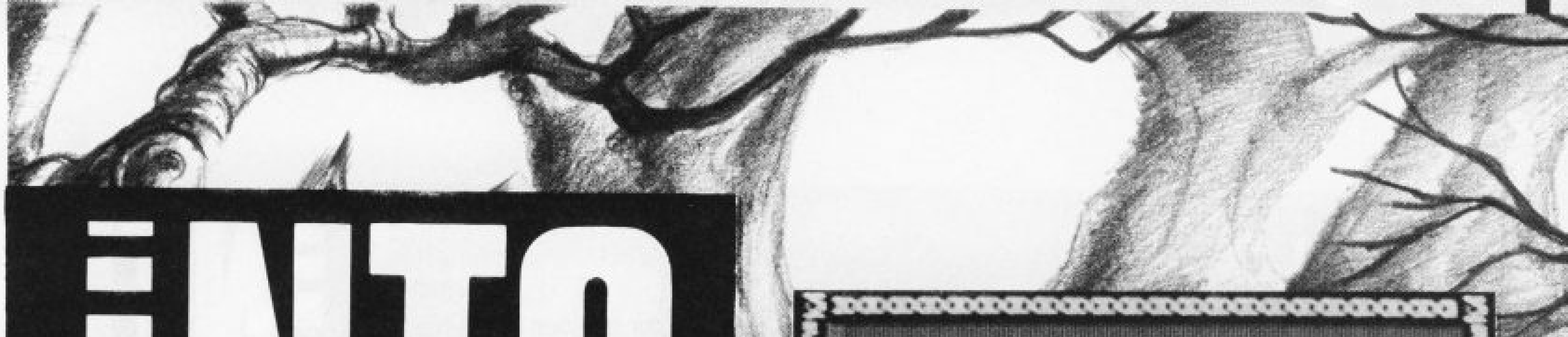
During combat, the player is sometimes offered the option of escaping, and sometimes fails to do so! Adventurers might blanch at the thought of this interruption to their adventuring with random effects, but it is far less obstrusive than it sounds, and usually the player wins.

It is pleasing to see these adventures have not been lost, and the plots and solutions have remained identical to the Spectrum originals. What undoubtedly makes the Ket trilogy outstanding is the totally original idea of providing map-making graphics. A stroke of sheer brilliance, in a real value-for-money package!

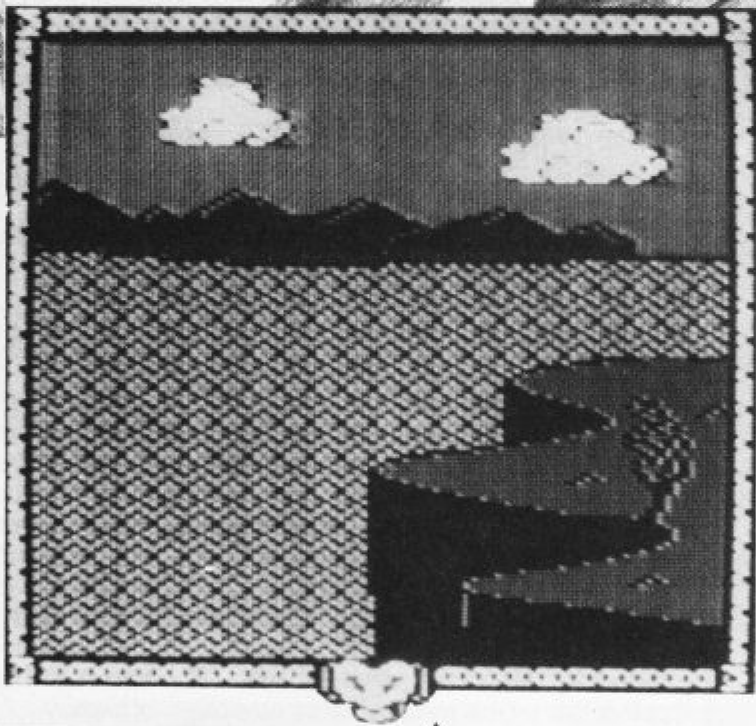
Volcab/parser	5
Graphics	8
Sound	6
Plot	7
Overall	7

ADVENTURE CHART

TM	LM		
1	NE	Masters of the Universe (AD)	US Gold
2	NE	Portal	Activision
3	1	Silicon Dreams	Rainbird
4	NE	Sydney Affair	Infogames
5	3	Jewels of Darkness	Rainbird
6	2	Dracula	CRL
7	4	Necris Dome	Code Masters
8	5	Inheritance	Infogames
9	NE	Growing Pains of Adrian Mole	Mosaic
10	RE	Vera Cruz Affair	Infogames
12	RE	Boggit	CRL



INTO THE VALLEY



At the edge of Lake Nen-Hithoel — the beginning of the quest.

THE SHADOWS OF MORDOR

by Keith Campbell

Melbourne House
GrA
Commodore 64/128
Cass £9.95
(with some graphics)
Disk £14.95
(with some graphics)

The Shadows Of Mordor is the second game in the Lord Of The Rings series, and is based on Tolkien's epic The Two Towers. This time the book will not be included in the package. Instead of the jumbo-sized pack of its predecessor, Shadows Of Mordor will be presented in a standard double-sized cassette case.

After an uneventful trip down the River Anduin, where the last game finished, Sam and Frodo must journey from the edge of lake Nen-Hithoel, cross the desolate wastelands, and get to the other side of the evil mountains beyond.

The screen format for this game is different from that of its predecessor. The player's commands are entered in a four-line window across the bottom of the screen, and odd messages appear here, too. The action resulting from the command is displayed in the main text window above. This occupies all of the rest of the screen save one line at the top, which tells you which character you are playing.

At the beginning of play, you have the choice of taking the part of either Frodo or Sam, or both. If you choose BOTH, you are able to swap your identity between the two within the game, using the BECOME command.

There are a few pictures in the cassete version, but these are not displayed on the text screen. They consist of square frames of about half the width of the screen. On moving to a 'graphic' location, the picture has the unnerving habit of appearing suddenly whilst new text is still being written, completely interrupting the thread of what you have started reading. And you are bound to have started reading it, as it displays so slowly.

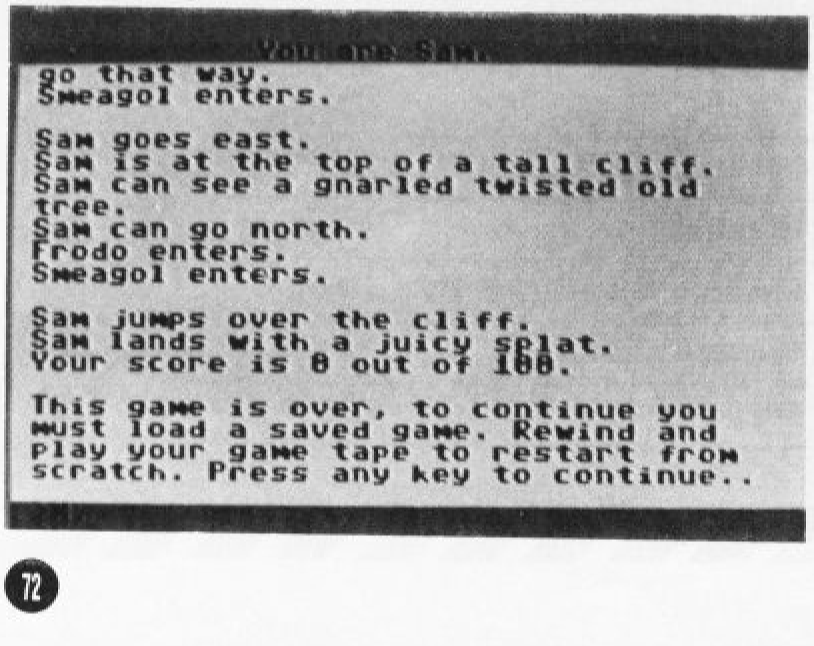
Graphics would have earned a higher rating, but for this annoyance factor — their sudden appearance really is obtrusive. They are much better than those in Lord Of The Rings (they couldn't have been any worse though) yet on the other hand, they are nowhere near up to the standard of those in The Hobbit.

Beam Software, the people who brought you Hobbit, Sherlock, and Lord Of The Rings have also produced this game, Thus it features 'Inglish', the parser which is claimed to be '... one of the most sophisticated language-recognition programs ever developed for microcomputers.' I would dispute that claim — I can think of at least four others that are streets ahead: Infocom, Magnetic Scrolls, Level 9, and Adventure Soft.

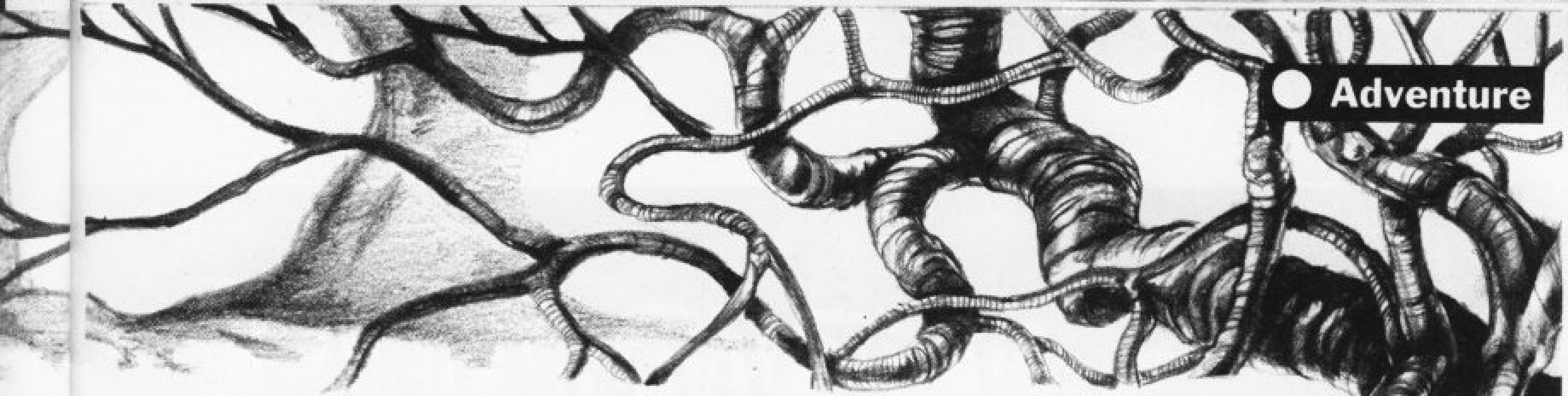
Inglish really is looking very long in the tooth, now. Why?

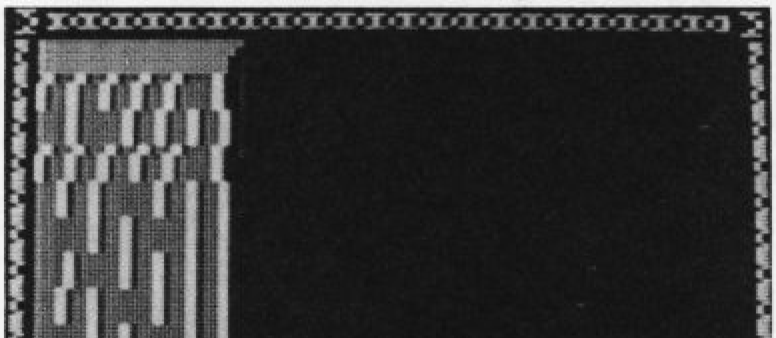
Because it's abysmally slow. The typical response time of 8-10 seconds is simply not good enough for an adventure program held completely in memory. The delay is disguised by

Lord of the Rings II — as bug-ridden as its predecessor.









a considerable amount of the processing beig carried out AFTER the screen has completely been updated. This is only an optical illusion as far as response time is concerned — but just watch and wait for the appearance of that prompt! Its delay makes play clumsy, for it is so natural to start typing in the next command before the program is ready to accept it.

Inglish is stupid, too. As Frodo, I decided I wanted the box that Sam was carrying. SAY TO SAM "GIVE ME THE BOX" brought the response: SAM DOESN'T SEE ANY ME TO GIVE TO THE BOX.



Inglish crashes. Or at least the program does. Admittedly I was playing a pre-production tape that was still under test at Melbourne House in the UK, but I assume that local testing was a routine matter, and that the game wouldn't have been released from Australia unless it was considered to be the final version of the program.

◀ The deadly waterfall contains a secret beneath it.

How easy is it to crash? After the Lord Of The Rings fiasco, you'd have thought Beam would have drastically overhauled their system. But I managed to crash the program after my fifth move — without even trying!

I am an awkward sod! I never follow the special play-hints sometimes supplied to reviewers, until I have played a game for at least a couple of hours my own way. The character Smeagol follows Sam and Frodo throughout their journey, and every couple of moves he sneaks off into the bushes. Intrigued as to whether he was suffering from a weak bladder, I decided to go after him. FOLOW SMEAGOL locked the computer up solid, and it had to be turned off and the program reloaded, in order to continue. FOLLOW is mentioned as a valid command in the manual.

I checked this out with Melbourne House, who, somewhat horrified, immediately rectified it — so that all versions sold will NOT have this bug.

Whilst no doubt Tolkien fans will derive enjoyment from The Shadows Of Mordor, as an adventure, the plot is rather unexciting, the puzzles lack interest, and the whole is devoid of humour. The map is illogical, too. There seems little point in making a N-S-N sequence return you to any place other than that from which you started, unless you are in a maze.

I stress that I was playing a pre-production version, but from the bugs I found early on in playing, I don't hold out much hope that this will prove any more robust a program than its predecessors.

Volcab/parser	2
Graphics	6
Sound	n/a
Plot	5
Overall	4



INTO THE VALLEY


TRILOGIC
LIMITED PERIOD ONLY! ACT NOW!
SPECIAL ANNIVERSARY CELEBRATION PRICE!!!
Now ONLY £29.99 (inc VAT) POST FREE
Only available from us at this price
the expert WITH ESM
MUCH MORE THAN JUST A BACK-UP UTILITY
CAN IT DO ALL THIS?
1 PROGRAM PARALYSER
Stops even the most heavily protected programs and defeats All "anti-freeze" techniques.
+ 2 BACK-UP GENERATOR
TAPE – DISK, DISK – TAPE, DISK – DISK, TAPE – TAPE Transfers memory resident programs whether loaded from disk or tape.
+ 3 SPRITE EXTRACTOR
Displays the sprites for you to edit, and then save, or RESTART the game using your customised ones. You can view the animation too.
+ 4 SPRITE IMMORTALISER
This feature disables the sprite collision detection – prolongs active sprites . . .
+ 5 HIRES SCREEN GRABBER
Save a HIRES screen and then alter it using one of several utilities widely available.
+ 6 CHEAT MACHINE
The easy way to enter cheats and "pokes". Gain extra lives, or infinite energy etc etc.
+ 7 CODE INTERROGATOR
A truly professional machine code monitor, operating over all 64K Ram, with disassemble, compare, transfer, fill, assemble, hunt, search, modify, jump, number conversion commands etc. PLUS, B command lists BASIC & R restarts a program.
AND IT'S . . . .
8 THE ONLY PROGRAMMABLE CARTRIDGE
FOR THE 64 & 128 (64 MODE)
You'LL NEVER need to return the cartridge for upgrading. – simply send for the latest software – only £2.00 exchange disk or tape. We calculate that you could buy an EXPERT and several upgrades for what it will cost you to upgrade rival products.
JOIN THE INDEPENDENT INTERNATIONAL EXPERT USER CLUB.
IT ALSO . . .
• SAVES PROGRAMS IN ONE FILE – (excl multipart ones)
• COMPACTS PROGRAMS used by leading software houses.
• RELOADS, DECOMPACTS & RUNS ANY PROGRAM WITHIN 35 secs.
• THE EXPERT IS NOT NEEDED FOR RELOADING.
• COMPATIBLE WITH THE PHANTOM, & ALL CBM64/128 DISK DRIVES.
WITH THE NEW V2.10 SOFTWARE SUPPLIED, THE EXPERT CAN DO ALL THIS AND MORE.
EXPRESS DELIVERY ADD £1.95
NEW THE EXPERT UTILITY DISK No.1
• Specific multi-part back-up utilities.
• Additional operating systems.
• Fast file copier etc. etc.
• Monitor with print command. ONLY £5.95
UPGRADES
Existing EXPERTers can send for the latest V2.10 operating software as detailed in this ad for £3.50 handling charge, or £2.00 + your current disk/tape (must be in good condition).
THE EXPERT ORDER
Please send me Expert ESM
SPECIFY DISK OR TAPE
Name
Address
If you do not have a disk drive please state "Tape version required."
I Attach POrder cheque £29.99
Access No.
Post off to Trilogic Dept CU 29 HOLME LANE BRADFORD BD4 0QA
• FAST MAIL ORDER SERVICE • PROMPT DESPATCH
• ALL PRICES FULLY INCLUSIVE PLUS 10 DAY MONEY BACK GUARANTEE ON ALL BACK-UP DEVICES.
ORDERING: WRITE OR 'PHONE/
PAYMENT BY CASH, CHEQUES PAYABLE TO TRILOGIC/ BY POSTAL ORDER OR ACCESS • ADD £1 EXTRA FOR EXPORT ORDERS. PAYMENT IN STERLING ONLY PLEASE
TRILOGIC
10 DAY MONEY BACK GUARANTEE!!
Tel (0274) 684289
CALLERS 329 TONG STREET BRADFORD BD4 9QY

DO IT AGAIN!

TRILOGIC

FREE CATALOGUE SEND 18p STAMP

THE PHANTOM

Other disk turbos just don't stand a ghost of a chance! A Brilliant new parallel disk operating system for your 1541 and CBM64/128.

You won't believe the speed – it's frightening!

FREE DISK COPIER - Worth £20.00!

with every Phantom purchased.
Uses the power of the Phantom to quickly copy 99.9% of disks – even those professional disks duplicators can't copy. Produces an exact duplicate – Bit for Bit – handles sync'd tracks. 1/2 Tracks, illegal densities, 40 track disks etc. NOT AVAILABLE SEPARATELY.

The Phantom - Speeds up all disk operations.
Faster .... Loading Saving Verifying Formatting Deleting

30-40 *TIMES FASTER*

And faster for all other DOS commands.

- Retains standard Commodore format. (Unlike a rival product).
- And we've added commands Commodore forgot . . .
- File Lock – prevent overwriting files.
- File Unlock.
- Write protect ignore – Use both sides of a disk without notching
- 40 track capability
- Set device number
- Bump head on/off – prolongs disk alignment.
- Finally, to switch off the Phantom, just type: GO1541

We almost forgot to add that, for advanced users, there is a powerful . . .

- Drive Monitor – Built-in Just like the Expert's.

FULLY EXPERT COMPATIBLE Even speeds up THE EXPERT

The Phantom is an all British, professional product which replaces virtually all the existing circuitry but is easy to fit following the illustrated instructions. Also supplied is a replacement Kernal ROM for your computer. Three types are available – please specify when ordering.
We can even provide you with your own customised Kernal start-up message for only £1.50 extra.

THE PHANTOM ORDER

Name ____________________

Address ____________________

____

____

I enclose £68.95. Plus £1.50 personalised Kernal (if required).

Message enclosed — Print clearly. 30 characters max.

Sorry, only available for 1541 at present. Specify Kernal required: tick box:

Specify:
Foreground colour .... Commodore 64 ☐
Background colour .... 128 in 64 mode ☐
Character colour .... 128 in 128 mode ☐

Post off to ► Trilogic Dept CU 29 HOLME LANE BRADFORD BD4 0QA

EXCITING NEW HITECH PRODUCTS FOR YOUR C64/128 JUST ANNOUNCED.

- **NEW!** SOUND SPLITTER. STEREO CONVERTER WITH REVERB – HEAR IT TO BELIEVE IT . . .
- **NEW!** THE PHANTOM – PARALLEL DISK DRIVE ADAPTOR – LOAD/SAVE UPTO 40 TIMES FASTER
- **NEW!** EPROM PROGRAMMER – FOR 2716, 2732, 2764, 27128, 27256 EPROMS
- **NEW!** DUAL SWITCHABLE ROM CARTRIDGE BOARDS – MAKE YOUR OWN CARTRIDGES
- **NEW!** 256K SOFTWARE SWITCHABLE EPROM BOARD, TAKES 8 EPROMS.
- **NEW!** HEAVY DUTY POWER UNITS – MADE BY TRILOGIC, 2AMP OUTPUTS. £31·95
- **NEW!** POWER UNITS WITH MAINS SUPPRESSORS FITTED – HEAVY DUTY 2AMP OUTPUT. £39·95

ANOTHER HI-TECH 'FIRST' FROM TRILOGIC

THE SOUND SPLITTER 1

STEREO CONVERTER WITH REVERB

- Enhance the amazing sounds from your C64 & 128. Great with games - especially 'Shoot em Down' owns. Marvellous with music programs. Brilliant with basic programs.
- Super two-channel stereo effect.
- Reverberation for added depth and realism.
- Easy to use - plug in to your C64 or 128 and connect to your Hi-Fi or stereo with the lead supplied. No programming/software needed.
- Mono/Stereo and intensity controls.
- Your C64 & 128 sounds like a £500+ synthesiser - when used with any of the "Music programs".
- Use it with sound samplers, sound expanders etc. etc.
- Mains operated - No costly batteries to replace.

ONLY £29.95

THE SOUND SPLITTER + FOR YOUR COMMODORE 64 & 128

Now you can enjoy Sound Splitter enhancement without annoying others. The Sound Splitter + has all the features of Sound Splitter 1 plus a superb built-in headphone amplifier for use with your Walkman-type headphones, plus balance and volume controls.

ONLY £34.95

SOUND SPLITTER ORDER

Name ____________________

Address ____________________

____

____

Please send Sound Splitter 1 ☐ £29.95 — I attach P.Order ☐
Sound Splitter + ☐ £34.95 — Cheque ☐

Access No. ____________________

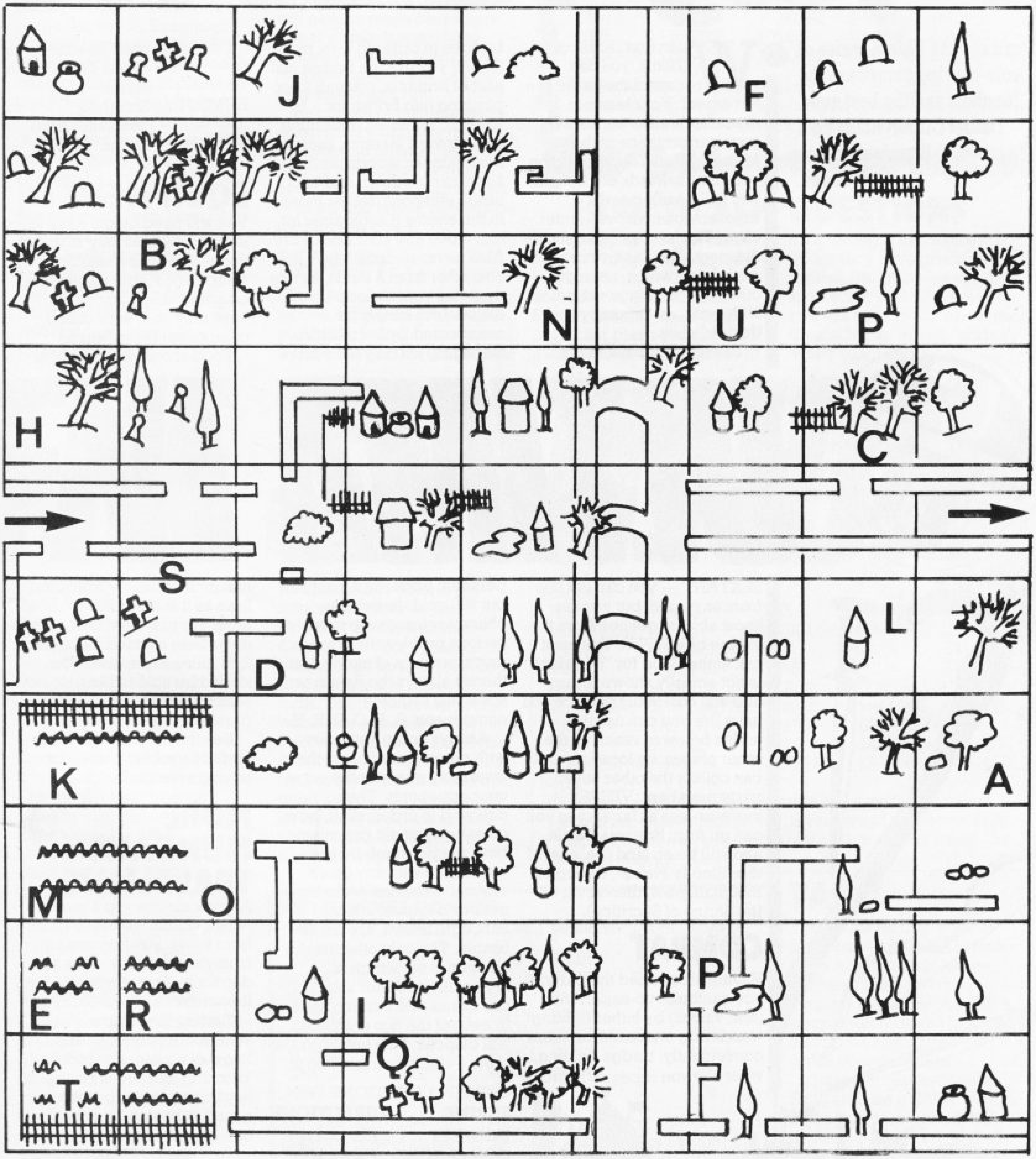
Post off to ► Trilogic Dept CU 29 HOLME LANE BRADFORD BD4 0QA

- TAPE BACK UP UNITS
- DCL1
- DCL4
- DCL4A
- MONITOR LEADS . . .
- 64 TO FERGUSON
- 64 TO PHILIPS
- 64 TO HITACHI
- 64 TO FIDELITY
- 64 TO SONY
- RGBI INTERFACES . . .
- 128 TO FERGUSON
- 128 TO FIDELITY
- 128 TO PHILIPS
- 128 TO HITACHI
- 128 TO SONY
- RESET SWITCHES
- CONSUMABLES
- PRINTER RIBBONS
- PRINTER PAPER
- PRINTER LABELS
- DISKS & TAPES
- MISC ITEMS
- DISK BOXES
- JOYSTICKS
- NEW PRODUCTS
- MAINS CONTROLLERS
- RELAY OUTPUT UNIT
- CBM 64 POWER UNIT
- MORE – OPPOSITE 18p sae FOR DATA

- TAPE BACK UP UNITS
- DCL1
- DCL4
- DCL4A
- MONITOR LEADS . . .
- 64 TO FERGUSON
- 64 TO PHILIPS
- 64 TO HITACHI
- 64 TO FIDELITY
- 64 TO SONY
- RGBI INTERFACES . . .
- 128 TO FERGUSON
- 128 TO FIDELITY
- 128 TO PHILIPS
- 128 TO HITACHI
- 128 TO SONY
- RESET SWITCHES
- CONSUMABLES . . .
- PRINTER RIBBONS
- PRINTER PAPER
- PRINTER LABELS
- DISKS & TAPES
- MISC ITEMS . . .
- DISK BOXES
- JOYSTICKS
- NEW PRODUCTS . . .
- MAINS CONTROLLERS
- RELAY OUTPUT UNIT
- CBM 64 POWER UNIT
- MORE – OPPOSITE 18p sae FOR DATA.


AT FIRST I THOUGHT UH, UH, I'VE NO CHANCE . . .
BUT THEN I BECAME . . .
MACMAX
Nichibutsu
. . . A POWERHOUSE OF A ROBOT BUILDING UP INTO AN AWESOME FIGHTING MACHINE THAT CAN COPE WITH ALMOST ANYTHING — IN THE RIGHT HANDS! NICHIBUTSU'S ARCADE THRILLER SPILLS OUT OF YOUR HOME COMPUTER WITH DEVASTATING GRAPHICS AND EXPLOSIVE ACTION — JUST LIKE THE COIN-OP HOT SHOT!
imagine
..the name of the game
COMMODORE 64
£8.95
AMSTRAD
SPECTRUM
£7.95
SPECTRUM

FEUD MAP FEUD MAP



KEY

A DANDYLION
B BURDOCK
C PIPERWORT
D RAGWORT
E SNAPDRAGON
F TOADFLAX
G DEVILSBIT
H BONES
I SPEEDWELL
J MADSAGE
K BINDWELL
L BOG WEED
M FOXGLOVE
N CATSEAR
O CHONDRILLA
P HEMLOCK
Q BALM
R FEVERFEW
S DRAGONSTEETH
T MOUSETAIL
U CUD WEED
V KNAP WEED

Play to WiN

Send your pokes, tips, maps etc to Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU

Play to WiN

ULTIMA IV -

Some say the Ultima series of role-playing games are the toughest and the best ever. Daniel Gilbert holds up a latern to illuminate a few dark caves.

When first tackling *Ultima*, you can control the game to a fair extent. Your lead character's class varies with your performance in the fortune-tellers': depending on your bias towards each virtue you will be allocated a different town and character class. The 'places' table shows the town, class and virtue associated with it, amongst other things, so you can select with a certain accuracy your desired class.

Initially, you must find a SEXTANT — you can get this from any guild, but you are 'most able' to get one from the village of VESPER. You must ask at the Guild for "D", which is not actually shown to you, and will cost 900 g.p. Once you have this you can use the tables below to reach all the other places, by location, and can collect the other seven party members. VESPER is more-or-less as far east as you can go from Brittania Castle, and still be on land (i.e. east of the "Bloody Plains", through a mountain pass, then south of the Shrine of Sacrifice).



COMBAT

Having assembled the party, you can build up experience (and valour) by either fighting wandering creatures, or, more conveniently, bridge fighting, whereby you repeatedly cross bridges in order to fight trolls. (N.B. If you use the bridge just east of Brittania, you can keep popping into British for a HP top-up). Try to avoid fighting on awkward terrains, such as mountains or woods, as these slow combat down and limit range weapons. Never move to the enemy if avoidable: let him move into your line of fire. Also never remove any character from a battle, as this depletes your Valour. If you all die you will simply be resurrected by Lord British, damaging nothing but a bit of personal pride, and losing all but 200 gold. Individual character losses are not a serious problem for a full party, in terms of survival, and there's always the Resurrect spell: this requires components A, B, C, D, E, H.

Always equip your party with range weapons, as these invariably give you the edge over opponents. They descend in order: sling, bow, crossbow, magic axe, magic bow, magic wand. Do not waste time with any other 'normal' weapons, including axes or daggers, which, although thrown, are not re-usable. The only other useful weapon is oil, which is especially good for ship combat as one burning square in each of the two entrances will dispose of an entire pirate crew — they run right into it!

SHRINE LOCATIONS

SHRINE	**DIRECTIONS**
HONESTY	E'C — O'J
COMPASSION	F'K — H'O
VALOUR	O'F — C'E
JUSTICE	A'L — E'J
SACRIFICE	C'N — M'N
HONOUR	M'P — F'B
SPIRITUALITY	Enter the phase 5 gate as soon as it opens to reach the shrine
HUMILITY	Entrance to 'Mountain Bowl' of shrine at N'D — O'H

EQUIPMENT

You will need magic keys to Jimmy locks, so buy many of these, and oil is a useful weapon (q.v.) but torches can be ignored, as light spells have only one, very cheap, component (2 g.p. each).

Food should be bought in maximum quantity from Skara Brae as it is ludicrously cheap here. Try to avoid buying from elsewhere as it will be at least 25% more expensive. (You should be able to Gate to Skara quite easily when food is required).

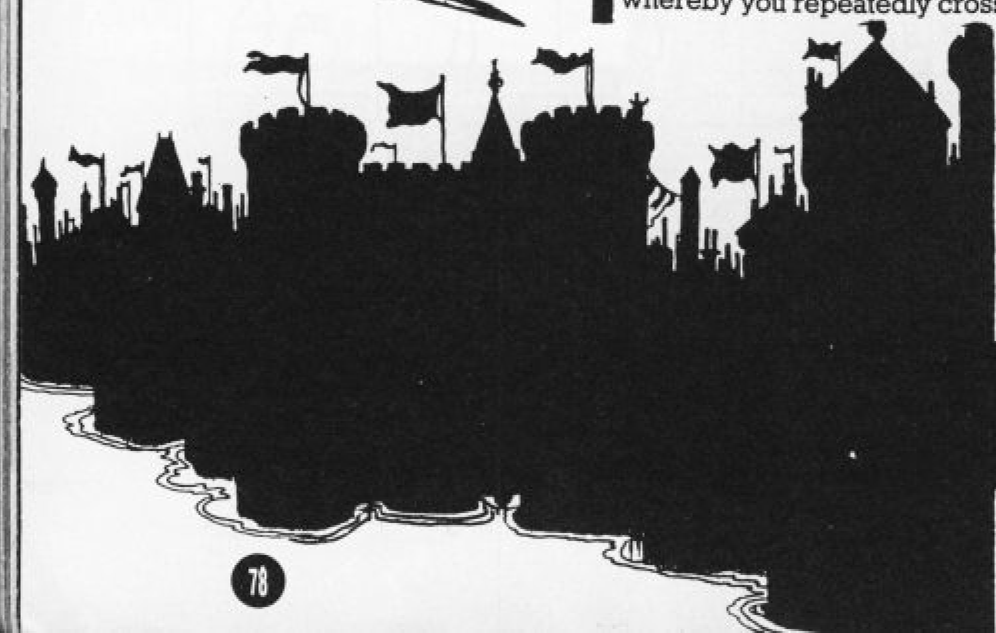
Use the herb tables to identify the best places for buying specific herbs.

MORE MUNDANE TRAVELLING

Always ensure you are on a horse, which are easily gained from Paws. Stealing one by jimmying the lock does not detract from your virtues. Remember to "Yell Giddyup!"

Certain places are accessible only by boat. I know of no sure method for 'catching' boats, but once you have one, try not to leave it near fire-breathing animals, as one hit will destroy it.

To travel by balloon, having got one by EXITing Hylothe dungeon, use Klimb and Descend to start and stop your flight, and make sure you have an extremely plentiful supply of WIND spells.



SHRINES AND VIRTUES

Although it may be tempting to use shrines as a way of increasing virtues, it seems that this is far less effective than finding the 'trick' for a particular virtue. Examples include: increasing Sacrifice by repeatedly giving blood to healers (do this in Brittania so that British can heal you); increasing Valour by fighting (again, near Brittania, so British can heal you if need be); Honesty by giving the correct amount of money to the woman in the herb shop (if you buy each herb in 1s, repeatedly, this will very rapidly increase honesty). To find out the details of each trick, ask around at the relevant town about its associated virtue.

Note that you can leave a "room/combat" scene without loss of Valour; these are the areas you encounter having walked through a door, but still have to move characters one at a time. It is useful to realise when you aren't in "combat" so that you can cut your losses and run.

Be careful of multiple stairs down from a single level (as in Hylothe and Shame), as these lead to 'alternative' levels — one staircase will lead to a set of dead-end levels, one will be lead further down.

MONEY

When you are trying to build up virtues, take only gold won in combat or found underground. If Honesty is no objective, then find the secret door in the northeast corner of the Guard's room in Brittania Castle (first floor), steal all the treasure, go up to level 2, back down again and repeat the trick. The money reappears whenever you change levels in the castle, so this is an infinite supply — very useful initially for buying weapons, food and good armour. It is also handy being near to British in case some chests contain those nasty old traps . . .

ALTAR ROOMS

ROOM	N	S	E	W
TRUTH	DECEIT	HYLOTHE	SHAME	WRONG
LOVE	DESPISE	HYLOTHE	WRONG	COVETOUS
COURAGE	DASTERD	HYLOTHE	COVETOUS	SHAME

The Stones required for each altar are simply derived from their components, eg: the green stone is used in the altar rooms of Truth and Love, the white is used in all altars, the black is none.

HOW TO ASK QUESTIONS

Generally, talk to everyone. Start with the three biggies — job, health, name. Next ask about Rune, Mantra and Shrine, and the virtue of the particular place you are in (if it's a town) or the principle (if it's a castle). Then ask about things they have given as replies. 'Help' is also good, as are 'secret' and 'life'. Later on you will have to ask about such diversities as 'abyss', 'codex', 'word' (q.v.) and 'skull'.

THE SOLUTION

GATES

Gate travel is the most convenient as it covers large distances instantaneously. Note that each Gate accesses more than one place — the second moon, showing the target Gate, changes several times in one opening of a Gate. It is possible to travel to any Gate on the map from any other in a matter or two of three teleports. (Note also that the moon positions on the map show the phase that the particular gate will open on). The Gate spell requires A, F and H components and makes Gate travel much easier!

DUNGEONS

Ensure you have many VIEWs or GEMS, so that you can see where you're going; it should go without saying that mapping dungeons from these mini-maps is vital. EXIT spells are crucial for an emergency, and a lot of LIGHTs are obviously fairly useful. Explore the seven dungeons via the three altar rooms, referring to the tables below for directions, rather than wandering around overland.

PLACES

TOWN	VIRTUE	CLASS	PERSON	LOCATION
MOONGLOW	HONESTY	MAGIC USER	MARIAH	I'H—O'I
BRITAIN	COMPASSION	BARD	IOLO	G'L—F'C
MINOC	SACRIFICE	TINKER	JULIA	B'E—J'P
TRINSIC	HONOUR	PALADIN	DUPES	L'I—G'K
SKARA BRAE	SPIRITUALITY	RANGER	SHAMINO	I'A—B'G
JHELON	VALOUR	FIGHTER	GEOFFREY	N'O—C'E
YEW	JUSTICE	DRUID	JAANA	C'L—D'K
MAGINCIA (1)	PRIDE	SHEPHERD	KATRINA	K'J—L'J

Notes

(1) The town of Pride/Humility is abnormal in that the Rune is in Paws, and Katrina, representing Humility, is actually outside the town limits. Magincia is best reached using the phase 6 Gate south of Trinsic. The phase of Magincia's Gate is No. 8.

VIRTUES, STONES AND RUNES

VIRTUE	COMPONENTS	STONE	DUNGEON	ORDER	MANTRA
HONESTY	TR+TR	BLUE	DECEIT	1	AHM
COMPASSION	LO+LO	YELLOW	DESPISE	2	MU
VALOUR	CO+CO	RED	DASTERD	3	RA
JUSTICE	TR+LO	GREEN	WRONG	4	BEH
SACRIFICE	LO+CO	ORANGE	COVETOUS	5	CAH
HONOUR	TR+CO	PURPLE	SHAME	6	SUMM
SPIRITUALITY	TR+LO+CO	WHITE	(1)	7	OM
HUMILITY	NONE	BLACK	(2)	8	LUM

Key: TR=TRUTH LO=LOVE CO=COURAGE

Order: the order of answers for the questions in the Abyss. i.e. HONESTY is the answer to the first question after you have spoken the Word of Passage.

Note (1): Hylothe contains no stone — the white is in the mountains of Serpent's Spine at F'A — E'A. It is only accessible by Balloon or Blink.
(2): Search on the phase 1 Gate when both moons are black to find the black stone.

TASKS

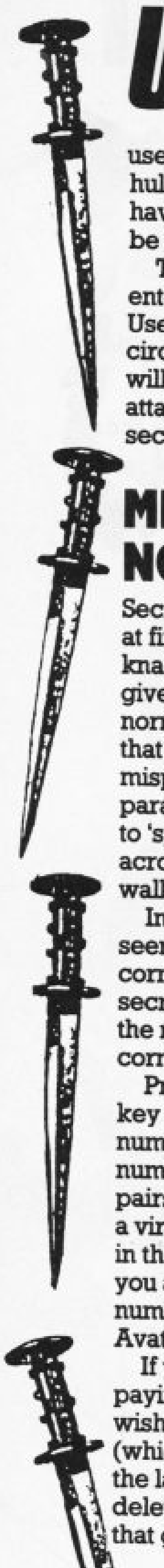
You will need the Word of passage — obtained in three parts from Empath Abbey, Serpants Hold and the Lycaeum. Ask the "R & M" people (on thrones) in each about "WORD". The Word is given in code below.

You will need to find the Skull and use it ONLY when at the mouth of the Abyss, to destroy it. Also find the Bell, Book and candle and Use all of them at the mouth of the Abyss, for entry.

You will find the Wheel of the H.M.S. Cape useful for entering the Pirate Cove before the Abyss, as once

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU

ULTIMA IV-THE SOLUTION



used it increases your ship hull points to 99. Also note that, having changed ships, this can be repeated.

The horn is necessary for entering the shrine of Humility. Use it before entering the circle of mountains and will will find that you are not now attacked by demons every second!

MISCELLANEOUS NOTES

Secret doors are hard to spot at first, but once you've got the knack, they're a dead giveaway. They are like normal wall blocks, except that one central pixel is misplaced; when you move parallel to the wall, it appears to 'sparkle' as the pixel moves across the screen, through the wall.

In Wrong, the stone can be seen on the map as west of a corner room. To open the secret door to the stone, dispel the northwest energy in this corner room.

Pressing the CLR/HOME key gives you a 16 digit number. If you split the number into eight consecutive pairs, each number represents a virtue — in the order shown in the tables; the more virtuous you are, the higher the number. When you are an Avatar the number is 00.

If you make a mistake when paying for herbs and don't wish to lose avatar points (which you will do if you cheat the lady), use the F7/F8 key to delete numbers. Remember that giving the correct sum increases your Honesty by two points.

THE FINAL CONFLICT

At the end of the Abyss, you are asked a series of questions, after the Word of Passage. The first eight are in the order shown below, the next three answers are TRUTH, LOVE and COURAGE, in that order.

TWO QUITE IMPORTANT WORDS

The first code below is the Word of Passage, the second the answer to the final riddle. To decode, shift each letter two places back in the alphabet (C=A, B=Z) and reverse the order of letters (detaehc=cheated).

1: TQEQOCTGX

2: AVKPKHPK

A FINAL NOTE

I think you will find it far more satisfying to try to solve most of Ultima yourself, only using these hints when you're really stumped. Feel free to whizz straight through, collect all the important stuff and finish, but I don't think you'll get the same kick from "CONGRATULATIONS! Thou Hast Completed Ultima IV" as I did. Also, these are not the complete notes by a long way (magazine space is limited), so if there is anything I have missed, write to the Adventure Helpline, it's what we're here for.

DANIEL GILBERT

RUNE	LOCATION
HONOUR	In SW corner of Trinsic, through the poison barrier.
COMPASSION	At the N end of the corridor N of Brittania Manor is BRITAIN.
SACRIFICE	In the forge in MINOC, east of the Iron Works.
HONESTY	Search on the chest in front of Mariah in MOONGLOW.
SPIRITUALITY	In the SE corner of the secret treasure room in BRITTANIA.
JUSTICE	In the NW cell in YEW (that contains the criminal).
HUMILITY	In the SE of PAWS, in the hills (extreme SE, but not outside).
VALOUR	In the SE of the SE tower in JHELON. To get there you must go through the westerly room (Jimmy the lock), through the secret door, DISPEL the first two energies in the SW tower, head east, DISPEL the last energy, and enter the SE tower.

IMPORTANT LOCATIONS

SKULL P'F — M'F when both moons dark
WHEEL (H.M.S. CAPE) N'H — G'A
MYSTIC WEAPONS in SERPENT'S at A'P — A'I
MYSTIC ARMOUR in EMPATH at A'E — B'G
ABYSS O'J — O'J
BELL N'A — L'A
BOOK in LYCAEUM library, search directly below the "R"
CANDLE in hidden room in Cove — see below
HORN on island at K'N — C'N
MANDRAKE when both moons dark search at D'G — L'G
NIGHTSHADE when both moons dark search at J'F — C'O
BALLOON outside HYLOTHE dungeon EXIT
PIRATE COVE O'A — N'L

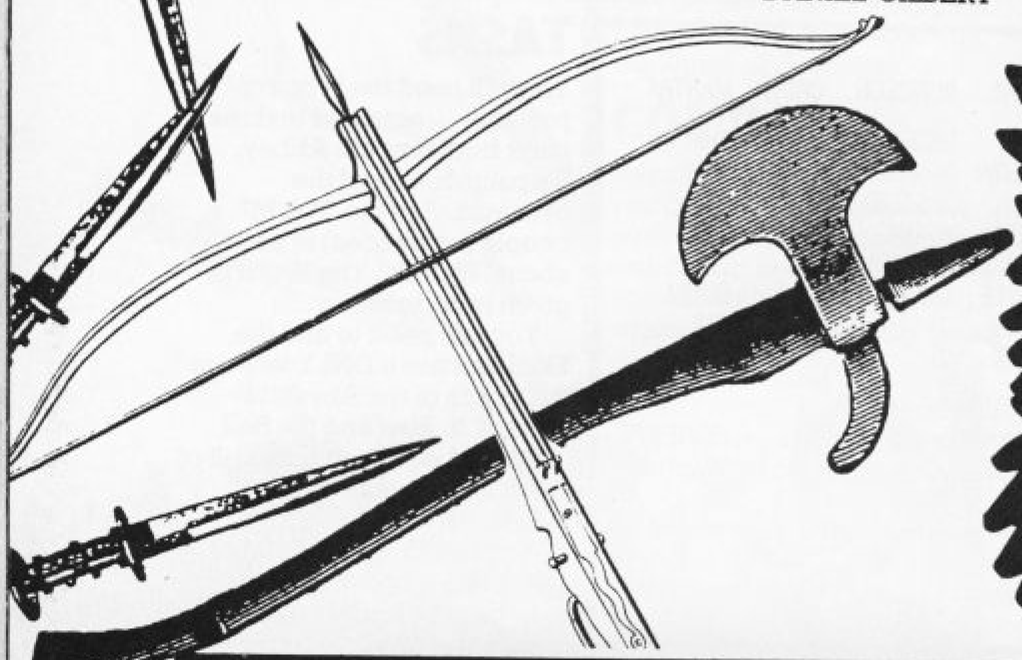
EASILY ACCESSIBLE HERB SHOPS AND PRICES

LOCATION	A	B	C	D	E	F
SKARA BRAE	2	4	9	6	4	8
MOONGLOW	2	5	6	3	6	9
PAWS	3	4	2	9	6	7

N.B. No spell requires two of any component, so Magic missile and Quickness, for example, can be cheapened.

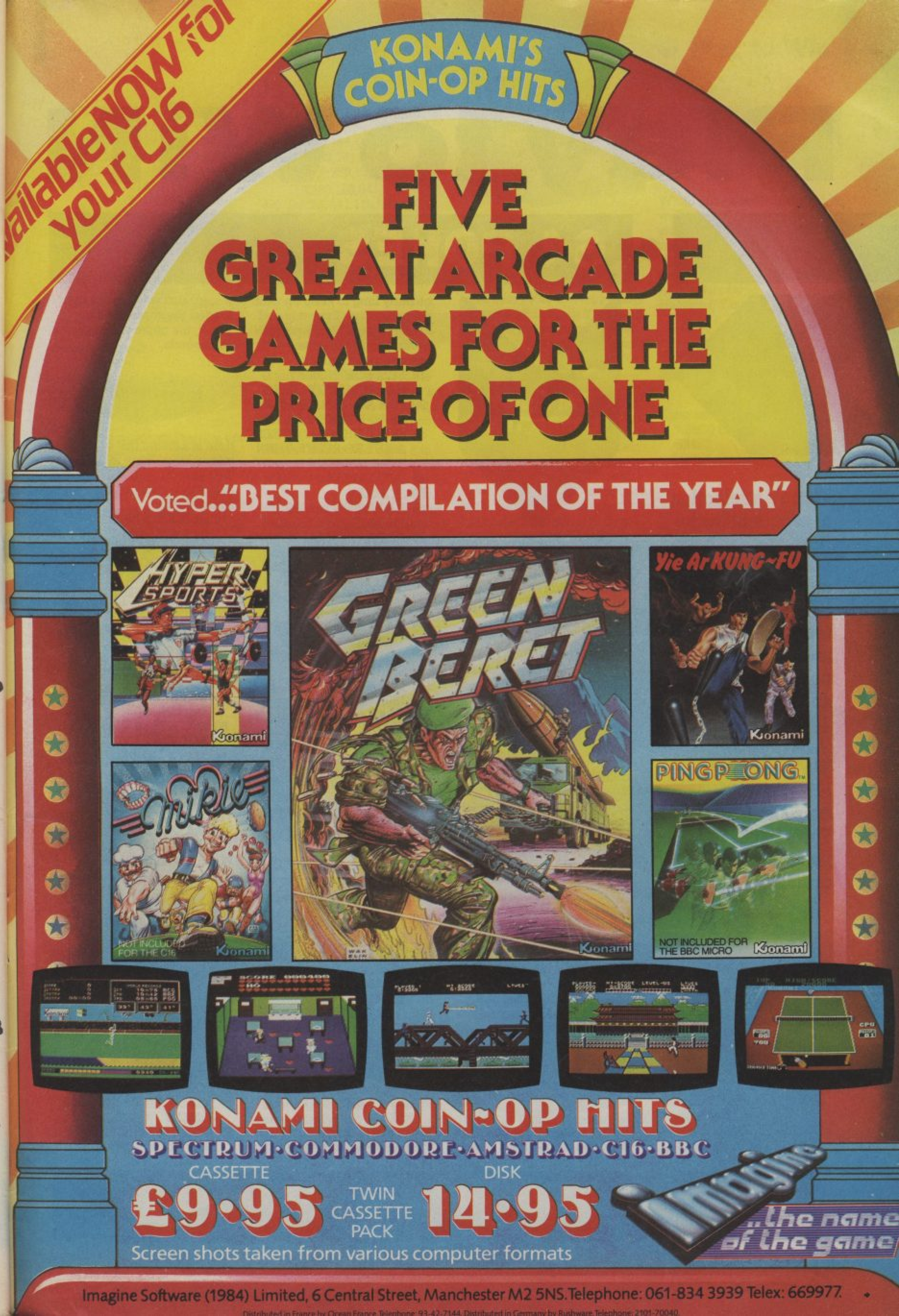
OTHER PLACES

VESPER at D'L — M'J and contains a guild.
PAWS at J'B — G'C. Near the start and has a secret door into a magic shop. Contains rune of HUMILITY in SE of village in the hills.
COVE at F'K — I'I. You must access by boat in lake lock, or BLINK east from F'L — H'O. Dispel the Northwest FIRE energy in the Temple to allow passage to the secret chamber containing the Candle.
BUCCANEER'S DEN at J'O — I'I. Has amazing weapons and armour shops — very expensive and very effective. Also has a guild, and a hidden magic shop.
THE LYCAEUM at G'L — N'K. Ask the man in the Observatory about his telescope. This device shows you maps of every location on the 'Towne' disk.
EMPATH ABBEY at D'C — B'M.
SERPENT'S HOLD (sic) at P'B — J'C.
BRITTANIA CASTLE at G'L — F'G.



Play to WiN

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.


vailableNOW for your C16
KONAMI'S COIN-OP HITS
FIVE GREAT ARCADE GAMES FOR THE PRICE OF ONE
Voted..."BEST COMPILATION OF THE YEAR"
HYPER SPORTS
Konami
GREEN BERET
Konami
Yie Ar KUNG-FU
Konami
Mikie
NOT INCLUDED FOR THE C16
Konami
PING PONG
NOT INCLUDED FOR THE BBC MICRO
Konami
KONAMI COIN~OP HITS
SPECTRUM·COMMODORE·AMSTRAD·C16·BBC
CASSETTE
£9·95
TWIN CASSETTE PACK
DISK
14·95
Imagine
..the name of the game
Screen shots taken from various computer formats
Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS. Telephone: 061-834 3939 Telex: 669977.
Distributed in France by Ocean France Telephone: 93-42-7144. Distributed in Germany by Rushware Telephone: 2101-70040.

Play to WiN

• 64 POKES

There's a selection of excellent hacks this month to take you deep into the unseen heart of two current chart toppers, Arkanoid and Delta, plus pokes for Mutants and Escape from Singe's Castle. What a relief! We'll, kick off with that correction for Feb's Paperboy poke that we promised.

Hints and tips

PAPERBOY CORRECTION

Here are the corrections for the PAPERBOY listing in the Feb issue:

line 30 should read,

```
30 FOR A=300 TO 355:READ
   B:POKE A, B:NEXT
```

line 90 should have read,

```
90 DATA 141,43,8,169,123,
   141, 45,8
```

line 100 was missing,

```
100 DATA 169,35,141,46,8,76,
    13,8
```

NEMESIS

To make your ship invincible but so that you can still shoot the other ships and collect the different weapons do the following:

Load in the game but before pressing fire, hold down the shift key and press the space bar four times. Something will appear in the top left-hand corner of the screen. Now select how many players you want but remember, only player one is invincible, the others aren't.

This tip only lasts per one game so it has to be renewed every game you play.

D. J. Holman,
Lancaster, Lancs.

DELTA

Here is a superb listing which gives you infinite men, it had to be fairly long to keep up with the protection. Type it in and save it to tape, Now type RUN (return) and follow the onscreen instructions.

```
10 REM FORTNOX BY
   HACKER ANDY GRIFO
20 FOR A=16384 TO 16553:
   READ B:POKE A,B:NEXT
30 PRINT CHR$(147) "PRESS
   A KEY TO RESET, THEN
   TYPE SYS 16384 (return)"
40 GET K$:IF K$="" THEN 40
50 SYS 64738
60 DATA 32,44,247,169,16,
   141,205,3
70 DATA 169,64,141,206,3,32,
   108,245
80 DATA 169,208,141,205,3,
   169,3,141
90 DATA 206,3,169,39,141,
   237,2,169
100 DATA 64,141,238,2,76,204,
    3,169
110 DATA 96,141,82,237,32,0,
    237,169
120 DATA 76,141,82,237,162,6,
    189,163
130 DATA 64,157,22,7,202,208,
    247,162
140 DATA 87,189,76,64,157,
    208,205,202
150 DATA 208,247,76,226,204,
    173,229,2
160 DATA 201,192,240,7,201,9,
    240,3
170 DATA 76,93,206,162,28,
    189,236,205
180 DATA 157,202,2,202,208,
    247,76,93
190 DATA 206,76,228,2,234,
    169,173,141
200 DATA 54,9,169,141,141,55,
    9,169
210 DATA 218,141,56,9,169,61,
    141,57
220 DATA 9,96,76,9,206,169,
    22,141
230 DATA 36,191,169,206,141,
    37,191,76
240 DATA 192,190,169,32,141,
    139,8,169
250 DATA 207,141,140,8,169,2,
    141,141
260 DATA 8,76,16,8,7,18,9,6,
    15,33
```

Important note: when game is loading you can't play with the music, also when game has loaded the screen will go black, the game will appear in 15 seconds.

MUTANTS

Here is a listing that gives you infinite lives. Type in the listing then save it to tape or disk and follow the onscreen instructions.

```
10 REM KNOCKOUT V9.1
   By Andy Grifo
20 FOR A=49152 TO 49205:
   READ B:POKE A, B:NEXT
30 PRINT CHR$(147)"PRESS
   A KEY TO RESET, WHEN
   RESET TYPE SYS 49152
   (RETURN)"
40 GET K$:IF K$="" THEN 40
50 SYS 64738
60 DATA 32,44,247,32,108,
   245,169,19
70 DATA 141,34,4,169,192,
   141,35,4
80 DATA 76,99,3,169,82,141,
   73,0
90 DATA 169,0,141,74,0,160,
   0,185
100 DATA 45,192,153,32,1,200,
    192,9
110 DATA 208,245,76,82,0,234,
    169,234
120 DATA 141,57,36,141,58,36
```

When the computer Resets type in SYS 49152 (return) and press play on the tape deck.

Andy Grifo,
Worsley, nr Manchester.

ESCAPE FROM SINGE'S CASTLE

For unlimited dirk's type:

```
10 FOR Z=49152 TO 49220:
   READY:X=X+Y:POKE Z,
   Y:NEXT
20 IF X=7747 THEN PRINT
   "DATA OK NOW TYPE
```

'SYS49152' ":END:PRINT "ERROR IN DATA":END
25 30DATA 169,1,168,170,32,186,255,169,0,32,189,255,32,213,255,169,96,141,45,9
35 40DATA 169,1,141,215,8,162,29,189,39,192,157,96,1,202,16,247,76,32,8,120,72
45 50DATA 169,76,141,241,69,169,118,141,242,69,169,1,141,243,69,104,88,76,0,68,169
5560 DATA 165,141,16,16,76,0,

RUN the program. Do as it says and wait for the fab music.
S. Sutcliffe,
Morley, Leeds.

ARKANOID

Here is a program that lets you choose between infinite lives or a set number of lives, type it in and then save it to tape or disk, type RUN and follow the onscreen instructions:

```
10 REM KNOCKOUT V3.9 By Andy Grifo
20 FOR A=49152 TO 49263: READ B:POKE A, B:NEXT
30 PRINT CHR$(147)"PLEASE PRESS CORRECT KEY"
40 PRINT "(A) INFINITE LIVES"
50 PRINT "(B) SET NUMBER OF LIVES"
60 INPUT K$:IF K$="A" THEN 80
70 IF K$="B" THEN 90
80 POKE 49210,79:GOTO 110
90 INPUT "HOW MANY LIVES (0-255)";L
100 POKE 49224,L
110 PRINT "PRESS A KEY TO RESET, WHEN RESET TYPE SYS 49152 (RET) AND PRESS PLAY"
120 GET K$:IF K$="" THEN 120
130 SYS 64738
140 DATA 32,44,247,169,0,141,32,208
150 DATA 32,108,245,169,24,141,10,4
160 DATA 169,192,141,11,4,76,99,3
170 DATA 169,37,141,106,0,169, 192,141
180 DATA 107,0,76,43,0,169,20,141
190 DATA 106,0,169,173,141,107,0,169
200 DATA 142,133,75,169,1,133,76,162
210 DATA 0,189,71,192,157,142,1,232
220 DATA 224,43,208,245,76,20,173,169
230 DATA 153,141,211,241,76,82,0,169
240 DATA 169,141,117,250,169,153,141,118
250 DATA 250,169,141,141,119,250,169,54
260 DATA 141,120,250,169,9,141,121,250
270 DATA 169,96,141,122,250,76,82,0,256
```

Andy Grifo,
Worsley, nr Manchester.

ARKANOID

If anybody is having trouble completing this game here's a way that will give you infinite lives without any tapping on the keyboard.
All you have to do is put it in two player mode and loose all player one's lives but do really well for player two and soon after, every brick you hit your lives will go up then when your lives reach 87 it will stay there for a while, then you will have everlasting lives.
David R. Pound,
Worthing, Sussex.

BOMB JACK I

Load the game and then RESET it and enter the following Pokes for infinite lives.
POKE 4056,173 (return)
SYS 2238 (return) starts the game.

BOMB JACK II

Load the game and then RESET it and enter the following pokes for infinite energy.
POKE 10715,234 (return)
POKE 10716,234 (return)
POKE 10717,234 (return)
and to start the game type :
SYS 15146 (return)

108

Hold down the 'shift' key on the right and the space bar. This way you will always get a nine-dart finish.
Kim Li,
Cheadle, Cheshire.

MERCENARY THE SECOND CITY

This tip is for getting into the author's cheat rooms. Once inside it is possible to amass millions and millions of credits, and automatically have every key to every door, get out of the prison if you end up there, put as many craft as you like in your pockets, easily get an intergalactic ship, novadrive, etc.

Buy the dominion dart as usual. Fly to above 350 metres high. Now the not so easy part. Level out, obtain a speed of 1,781 kph, fire a missile, when it gets very close to you press 'T' to pick it up!, and fly back down to the ground, to location 08:08, pick up your crashed intergalactic craft!, and fly to the elevator at 08:06. Now (excitedly) go underground, leave your ship (pick it up if you like!), and walk towards the triangular door. Not the usual 'locked' response, but a hum as you walk in. Now it is up to you to make a lot of money and get the ship you want. Easy, isn't it?
Richard Wallis, Canterbury.

C16

FOOTBALLER OF THE YEAR

When in 'Incident cards', hold down HELP to really slow down cursor.

MONTY ON THE RUN

When you come to a big brick wall press fire and up/left if the wall is on left and fire and up/right if the wall is on the right, and you will go through the wall.
Jeffrey Huxter,
Halstead, Essex.

ARDVARK

Enter monitor and type
>25C0 EA EA EA
G24F2
for infinite lives

BUBBLE TROUBLE

Enter monitor and type
>1B76 EA EA EA
X
RUN
for infinite lives

LEAGUE 2 GALAXY

Enter monitor and type
>FF13 11
>2671 A9 01 EA
G275E
for infinite lives
Neil Thomas,
Kimberley, Notts.

LEAGUE CHALLENGE

The codes to the divisions are:
Division 3: enter name as normal then code L*AP
Division: enter name as usual then code TS*E
Division 1: enter name then code ALO*
where * means first letter of your name

Play to WiN

Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

CU COMPETITION

If you're the kind of person who gets puffed out peddling further than the shops on your one boneshaker just imagine belting round Great Britain on it! That's what dozens of riders do every year in the Milk Race. Our equivalent of the Tour De France.

PEDDLE POWER

To mark this piece of lofty foolhardiness Mastertronic are releasing a game based on the race. What better way to celebrate its release than we hold a competition. So here's your chance to win a hand-made Dawes Spectra racing bike. Just saddle up and answer the following brainbusting questions set by the Ed (who happens to be a MENSA member).

1) Which of these men urged everyone to get on their bike?
a) Norman Tebbit
b) Michael Caine
c) Mao Tse Tung

2) One of these singing types likes to ride his bicycle. Was it?
a) David Cassidy
b) Freddie Mercury
c) David Bowie

3) One of these was a type of bike, which?
a) Half-a-Crown
b) Threepenny Bit
c) Penny Farthing

When you've fathomed it all out write the answers on a postcard and send them to Peddle Power Competition, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU. Entries must reach us no later than May 22.

WIN



WIN

CU COMPETITION

TOP GEAR

Buy a disk drive for your Commodore 64 and the choice is either the 1541 or the 1541 because, so far, none of the 'clones' work well enough. But the new Excelerator Plus looks like putting things to rights. And at £159.95 it's that much cheaper.

● Excelerator Plus disk drive ●

Now I know why the 1541 disk drive looks bigger than PC Plod's shoebox. It's got a dirty great power transformer in it. The Excelerator Plus manages to look slimmer than an F-Plan diet because the power pack is external. So you save space on your desk but add to the spaghetti under it.

Sleekness is the most striking thing about the Excelerator. It's about a third the depth of the 1541, very much shorter and well ahead in the Beauty Contest stakes.

Despite its diminutive size, the drive is sturdily built (in Taiwan). The outer casing is beige painted metal, with a cream plastic fascia. So it will match more the new 64's livery than the elephant-grey old one.

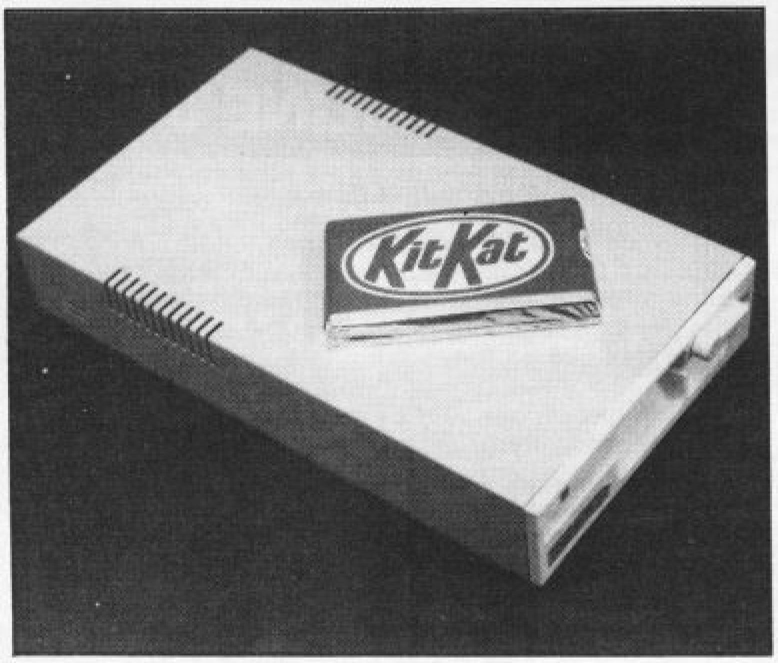
On the outside, there's a neat drive door mechanism more reminiscent of the new Commodore drives. The feel is firm and confident. Only one gripe here, there's no spring mechanism to push the disk out when you lift the catch. Unlike the 1541, there's only one indicator light at the front. This is an LED which, clever thing that it is, changes from green to red when a disk access is being made.

Round the back, you'll find the usual two serial sockets, power socket and on/off switch. Underneath (where you can get at them easily) are two DIP switches that let you change the drive's device number — the choice is device 8, 9, 10 or 11.

Inside, you won't find an elastic band like you do with the 1541. The Excelerator has a direct drive mechanism and that may be why it doesn't chug and grind and churn as much as the 1541. This may even result in less wear and tear on your precious disks. It'll certainly save the drive some grief.

Enough of all that, let's put it to work. I was going to compile a huge list of loading times compared with the 1541 drive. I haven't bothered, not because I was too lazy to do any timings but because they were pretty much the same.

UK distributor, Evesham Micros, reckons the Excelerator is 20% faster. I find that hard to believe. It's about a couple of seconds faster on a long load. There was only one notable exception to this; the Excelerator manages to format disks 25 seconds quicker — don't ask me why.



▲ **Excelerator Plus — Kit Kat sized.**

For the most part, disk access times were pretty much the same. In fact, I got pretty bored with it all. Load and save a 15K Basic program — same timings. Load all the commercial disk software I could throw at it — same timings. The Excelerator behaved admirably throughout. It does exactly what the 1541 does, but no faster.

Equally impressive was the ease with which it handled the Unicopy program on Commodore's 1570/1571 utility disk. With the 1541 set as drive 8 and the Excelerator as 9, I found no problem copying disk files straight from one drive to the other.

This may sound too good to be true. It is. No 'compatible' disk drive will ever behave exactly like the 1541 simply because Commodore has a copyright on the 1541's ROM. Making a disk drive identical to the 1541 would end up involving the boys from LA Law.

The Excelerator emulates the 1541's GCR format (174K formatted capacity, 256 bytes/sector, 35 tracks etc) and behaves just like the 1541 in terms of disk commands (even those on the C64 DOS wedge).

Of all the disks I tested, it came a cropper on only one — Elite. And the reason for that is that game's turbo loading sytem. That may not be disastrous since there aren't many turboload disks around anyway. But beware, if you do have any disks with 'funny' loaders, try before you buy.

That said, I enjoyed using the Excelerator. It's quiet, compact, well-behaved and sturdy enough to give a feeling of reliability. Whether it is or not I'll tell you next year — when the guarantee runs out.

Considering that it's around £40 cheaper than the new 1541C, the Excelerator has got to be worth a look. And it deserves a pat on the DOS ROM for coming closer than any other 'clone' to being a real 1541.

- **Excelerator Plus disk drive**
- **Commodore 64**
- **Evesham Micros**
- **Tel: 0386 41989**
- **Price: £159.95**

by Bohdan Buciak

Evesham Micros

ALL PRICES INCLUDE VAT & DELIVERY

THE star NL-10

PRINTERS FOR BUSINESS

***WHICH* MAGAZINE BEST BUY**



- **Automatic single sheet handling**
- **Tractor feed built in**
- **"Front Panel" mode selection**
- **Double and Quad height characters**
- **120 cps draft and 30 cps NLQ**

This is the best Commodore ready printer you can buy. Combines many unique features with **superb reliability, styling and print quality.** But the real beauty is that the interface cartridge is interchangeable so if you change comp-uters just buy a new interface.

In a group test with other popular printers such as Epson, Citizen and OKI *What Micro* magazine described the NL10 as **'the Rolls Royce of this group'.** ONLY **£249.00**

Automatic cut sheet feeder available as an option for **£63.25**

SELECTED PRODUCTS

SEIKOSHA SP 180VC

A new Commodore ready printer that offers both friction and tractor feed combined with NLQ ability. Print speed is 100cps in draft and 16cps in NLQ.

ONLY **£189.95**

1541C DRIVE. The latest version of the 1541, better drive mechanism and new colour ... ONLY	**£189.95**
DISC NOTCHER. Double the capacity of your discs with this handy gadget. Cuts second write protect notch accurately and easily ... ONLY	**£5.95**
AZIMATE 3000. Handy package allows you to easily check and realign the tape head of your CBM data recorder. Includes screwdriver ... ONLY	**£6.95**
MOTHERBOARD. 4-slot, with either all upright sockets, or three upright and one through socket, to suit modem; please specify ... ONLY	**£28.00**
POWER PACK. High quality replacement power pack for CBM 64 ... ONLY	**£24.95**
XETEC SUPERGRAPHIX. The best centronics printer interface for your 64/128. Large buffer, downloadable fonts, etc. ... ONLY	**£69.00**
DATA RECORDER. CBM compatible, same performance as the C2N/1531 but cheaper and includes a pause button ... ONLY	**£24.95**

Large stocks of Commodore-related equipment at sensible prices. If you don't see what you want, give us a call.

DISKS AND BOXES

25 bulk-packed DS/DD disks with w/p tabs and labels ... ONLY	**£13.95**
25 disks as aove with 50 capacity lockable box ... ONLY	**£22.95**
25 disks as above with 100 capacity lockable box ... ONLY	**£24.95**
50 capacity lockable box ... ONLY	**£10.95**
100 capacity lockable box ... ONLY	**£13.95**

THE EXCELERATOR+

For COMMODORE Computers



ULTRA COMPATIBLE

Why buy a 1541C when you can buy this neat, reliable and compact drive for less money?

FEATURES

★ Handles Disc Turbos	★ Very Reliable
★ Direct Drive Motor	★ Compact Size
★ 1 Year Guarantee	★ Very Quiet
★ Ultra Compatible	★ Doesn't Overheat
★ External 8/9 Switch	★ 20% Faster

Tests have shown the Excelerator to be **more compatible** with protected software than the CBM 1541C. We can't find **any software** that it will not load.

TWO PURCHASE OPTIONS —

DON'T BUY A LUMBERING HIPPO (1541C)!

THE EXCELERATOR+ OFFERS MORE FOR LESS MONEY

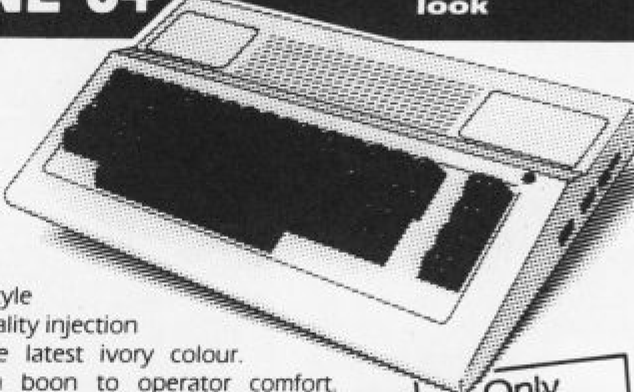
SPECIAL INTRODUCTORY PRICE ONLY £159.95

COMBINATION OFFER EXCELERATOR+ and FREEZE FRAME Mk IV ONLY £179.95

THE SLIMLINE '64

Give your '64 the modern look

A NEW IMAGE FOR THAT FAVOURITE COMPUTER

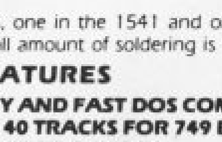


- Easy to Fit
- Lower key height

This modern case with it's sleek style will transform your '64. The high quality injection mould is superbly finished in the latest ivory colour. The lower key height is also a boon to operator comfort. Fitting is very simple, requiring just a Philips screwdriver, and can be completed in less than 10 minutes. Stock now available so order for quick delivery.

Only **£19.95**

DOLPHIN DOS



YOU WON'T BELIEVE YOUR EYES!

THE EFFECT IS STAGGERING.

Now established as **THE parallel operating system** for the 1541 disc drive. Hundreds of satisfied users include business, hobby, full-time programmers, and **many leading software houses, including Gremlin Graphics, Domark, Superior, Alligata, Thalamus, Adventure International, and Software Projects.**

The speed and efficiency is truly unbelievable, it is compatible with **the vast majority of commercial software,** speeding up both the loading of the program **and of SEQ/REL files.** (It is brilliant with Superbase, Easyscript, etc.) For non-compatible programs it can be **completely switched out.** It DOES NOT use a special disc format and your existing discs will be compatible.

FITTING

Fitting involves the insertion of two sub assembly circuit boards, one in the 1541 and one in the '64/'128. These normally just plug in but on some '64s a small amount of soldering is necessary.



Best Hardware Utility of year

SOME OF THE FEATURES

★ 25x FASTER LOADING (PRG FILES)	★ EASY AND FAST DOS COMMANDS
★ 12x FASTER SAVING (PRG FILES)	★ USE 40 TRACKS FOR 749 BLOCKS
★ 10x FASTER LOADING (SEQ FILES)	★ MONITOR BUILT IN
★ 8x FASTER SAVING (SEQ FILES)	★ DRIVES CENTRONICS PRINTER
★ 3x FASTER LOAD/SAVE (REL FILES)	★ ENHANCED SCREEN EDITOR
★ E.G. LOAD 202 BLOCKS IN 5 SECS	★ EXTRA BASIC COMMANDS

(These figures do not allow for searching)

EXTRAS AVAILABLE ...

Kernal for '128 in '128 mode	**£9.95**
User port expansion card (3 slot)	**£14.95**
Dolphin Copy (Whole disc in 18 secs and lightning fast file copier)	**£7.95**
Dolphin main board for second drive c/w lead	**£44.95**

If you require further information, please send SAE for fact sheet

Only **£69.95** Available for CBM 64, or '128 in '64 mode, please specify.

In Australia: contact **Micro Accessories of S.A.,** Unit 8, Hewittson Road, Elizabeth West, S. Australia 5113. Tel: (08) 287-0191

THE CHOICE IS YOURS!

FREEZE FRAME

BACKUP CARTRIDGES

THE FACTS

Almost eighteen months ago, Freeze Frame Mk I revolutionised backup methods. Since then many imitators have appeared on the market. Some of the claims being made for certain of these products are rather misleading. Let us inform you of some positive facts.

1. **Much of the new software released uses "Anti-Freeze"; only Freeze Frame and one other product can handle these.**
2. **Only Freeze Frame can automatically handle these and other programs. You don't need to be an "Expert" or need "O" levels to operate Freeze Frame.**
3. **At press date (11.2.87) our exhaustive tests were unable to find any memory resident program that both Freeze Frame Mk IV and Lazer were unable to back up, completely automatically.**
4. **Similar tests with all rival products proved disastrous.**

THESE ARE THE FACTS
(not outrageous advertising claims)

FREEZE FRAME Mk IV

NEW PRICE . . . WHY SETTLE FOR LESS!

Now you can buy a **pedigree Freeze Frame** backup cartridge for a startling new price. **No need to settle for less,** this is the latest development of the originator. **More power, more features, easier to use.**

POWER

Legendary amongst Commodore owners but with continual development now even more impressive.

FEATURES

Three cartridges in one . . . fast load, utilities and backup.

TAPE to DISC — **TAPE to TAPE**
DISC to DISC — **DISC to TAPE**

So simple to use, just plug in and switch on, at the menu choose your option, no messing with software, it's always ready.

Load the program that you wish to backup, press the button on Freeze Frame, then you can either:

1. **Press "D" to save to disc with fast reload.**
2. **Press "S" to save to disc with standard reload.**
3. **Press "T" to save to tape with fast reload.**

MULTI STAGE PROGRAMS

The standard cartridge will transfer to disc **many tape based multi stage programs, e.g. Summer Games II, Silent Service, Winter Games, etc.** and when used in conjunction with the regularly updated **"F.F. Utility Disc"** the **vast majority** of programs of this type can be handled.

MORE FEATURES

* **Doubles as a fast load cartridge**
* **Loads extra parts fast**
* **Built-in Fast Format**
* **Built-in File Copier (up to 248 blocks)**
* **New "SELECTALOAD" feature (Press "L" for directory, select with cursors, then press F3 to load.**
* **Undetectable by software**
* **Files compressed for disc economy**
* **128/128D compatible in '64 mode**

PROGRAM RELOAD IS INDEPENDENT OF CARTRIDGE

NOW ONLY **£28.95**

At this price there is no need to settle for less

UPGRADES: Mk I or II . . . £14.95
Mk III or IIIB . . . £9.95
Mk IV to LAZER . . . £11.95

FREEZE FRAME LAZER

ANOTHER TRENDSETTER?

From the design team that changed the face of backup technology comes **another innovation.** The powers of Freeze Frame have been combined with a **staggeringly quick** new loading system. An **amazing 32K of ROM** provides you with **all the facilities of Freeze Frame Mk IV** as described opposite, plus the stunning new **LAZER** loading technique.

Check these LAZER features:

* **Reload a program in 10-15 seconds** *
* **Save a program in 10-20 seconds** *
* **Loads extra parts at VERY HIGH speed** *
* **Load speed approx. 20× normal** *
* **Save speed approx. 20× normal** *
* **Includes RESET** *

Cartridge must be present to reload at LAZER speed
Proven power with stunning new technology:

ONLY **£39.95**

UPGRADES: Mk I or II . . . £29.95
Mk III or IIIB . . . £19.95
Mk IV . . . £11.95

"F.F." UTILITY DISC V2.0

Now with **many more** routines to allow the complete transfer from tape to disc of programs that load parts as the program progresses. Used **in conjunction with Freeze Frame** for the awkward ones that cannot be handled by the standard cartridge. Included are routines for most popular games like **Supercycle, World Games, Gauntlet, Trivial Pursuit, Ace of Aces, Dragons Lair I & II (includes training mode), etc., etc.**

ONLY **£7.95**

Update fee for owners of **V1.0** is **£2.00**

DISC DISECTOR V5.0

The fifth version of the country's **leading** disc backup/utility program. This latest version includes **many "PARAMETERS"** to handle the latest highly protected discs. This includes the latest **American and English software.** Be warned if you want to back up software by Ocean, Gremlin, Hewson, Domark, and even U.S., Gold whose protection schemes are NOT always the same as the American versions, then you **MUST have "D.D.".** At press date, **we are sure NO other advertised product will handle all these, be it American or German.**

INCLUDES THE FOLLOWING

* **EVESHAM 3 MINUTE NIBBLER**
* **EVESHAM 8 MINUTE NIBBLER**
* **MANY PARAMETERS** (The vital code for the protection schemes)
* **DUAL DRIVE NIBBLER**
* **MENU MAKER (with select facility)**
* **DISC ORDERLY**
* **FAST FORMAT**
* **FAST FILE COPY**
* **UNSCRATCH**
* **DISC RESCUE**
* **DISCMON+**
* **ETC., ETC., ETC.**

The whole package is menu driven and has its own fast boot system built in for your convenience. Pays for itself the first day you receive it.

ONLY **£24.95**

Customers with earlier versions may return them along with a payment of **£7.95** to receive **V5.0.**
Most routines are CBM 128 and 1570/71 compatible in '64 mode.

QUICKDISC+

Our highly popular fast load and save plus utility cartridge has received many favourable reviews.

* **FAST LOAD (5 to 7 times improvement)**
* **FAST SAVE (5 to 7 times improvement)**
* **FAST FORMAT (20 seconds)**
* **FAST BACKUP (4 minutes)**
* **FAST FILE COPY (up to 248 blocks)**
* **EASY DOS COMMANDS**
* **CENTRONICS PRINTER DRIVER**
* **RESET BUTTON (unstoppable)**
* **HELPS MENU**
* **USES NO MEMORY**
* **'128 COMPATIBLE ('64 mode)**

Exception value for money at only . . .

£19.95

1541 QUIET STOPS

Cure for ever the dreaded 1541 drive head "hammering".

* **Easy to fit**
* **Detailed instructions**
* **One kit does two drives**
* **Helps prevent misalignment**

ONLY **£4.95**

Not suitable for "turn lever" type drives.

DOUBLER

THE tape backup "device"

Many thousands of this popular product have been sold and sales continue to flourish. Why? We think because it is the best product of it's type. Consisting of hardware and software it uses a unique method controlled by the software that allows you to produce perfect backups of your tape software.

It is very easy to use and very successful, in fact our tests have proved that Doubler can achieve 100% success.

ONLY **£12.95**

1541 PHYSICAL EXAM

Have you got . . .

Alignment problems

If so, you need this package. Contains digital alignment disc and drive fault diagnosis software that allows you to check **and correct** head alignment.

* **CHECKS RADIAL ALIGNMENT**
* **CHECKS SPEED**
* **CHECKS BELT AND CLAMPING**
* **THOROUGH INSTRUCTIONS**
* **INCLUDES QUIET STOPS**

ONLY **£39.95**

ORDERING INFORMATION

ALL PRICES INCLUDE VAT AND FREE DELIVERY WITHIN U.K. (Despatch within 24 hours whenever possible)

HOW TO ORDER

By Post
Send cheque, P.O., or ACCESS/VISA details to our Evesham address

By Phone
Call our Evesham branch and quote your ACCESS/VISA details

EVESHAM MICROS, 63 BRIDGE ST, EVESHAM, WORCS. WR11 4SF

CALLERS WELCOME — **Tel: 0386 41989 Telex: 333294** — **TRADE ENQUIRIES WELCOME**

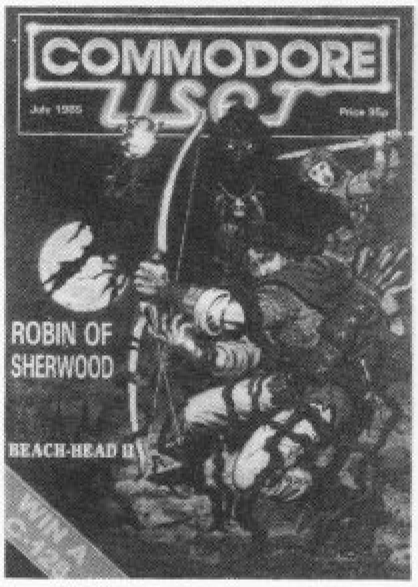
Also at: 1756 Pershore Road, Cotteridge, Birmingham B30 3BH. Tel: 021 458 4564

All items subject to availability. E.&O.E. Orders from Government and Educational departments welcome.
Overseas Orders: Within Europe, please send advertised price. Outside Europe, add **£2.00** for Air Mail

BACK ISSUES



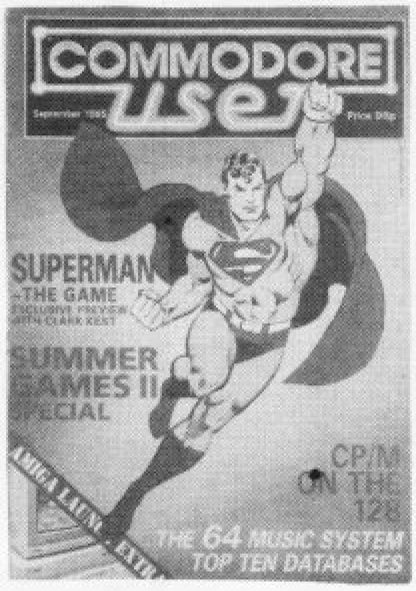
MAY '85
Dam Busters Exclusive; 128 Preview; Head to Head Reviews of: Spitfire 40 vs Spitfire Ace, Pitstop II vs Pole Position, Plus Gremlins, Airwolf, Super Huey, Elite, Mama Llama.



JULY '85
Amiga News; Robin of Sherwood Exclusive; Profile of Ultimate; Screen Stars reviewed: Exploding Fist, Beach-Head II; Gates of Dawn mapped.



AUGUST '85
Terrermolinas Exclusive; Hints and Tips with Sir Arthur Pendragen; C16 Adventure Special; Reviews: Spy vs Spy II, Frankie, Rupert, Skyfox Summer Games II+; Activisions Music Studio Reviewed.



SEPTEMBER '85
Amiga launch report; Superman Exclusive; Inside Infocom; A View to a Kill, Sabre Wulf, Hypersports Reviewed; Island Logic Music System Report.



OCTOBER '85
Rambo — The making of the game; Black Wyche, Nexus, Zorro + McGuigan vs Bruno — The Big Fight; hacking into M.U.D.; Key In 'Sub Attack'; Top 10 Word Processors.

BACK ISSUES
The following issues of Commodore User are available at £1.50 each.
Those up to and including February '86, send payment with order to:
Alan Wells Int, Competition House, Farindon Road, Market Harborough, Leics, 0858 34567.
Issues from March '86 are available from:
EMAP, Back Issues Dept, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Please send me issues dated__________

I enclose a cheque (payable to Commodore User) for £____or Visa/Access carfd (delete as applicable) £____

Number__________

Expiry date__________ Signature__________

Name__________

Address__________

Tel No.__________

SUBSCRIPTION OFFER
If you're having trouble getting a regular copy of Commodore User, why not take out a subscription. If you do we will also give you two FREE back issues.

U.K. subs price	£15	☐
Europe	£28	☐
Rest of world (surface)	£35	☐
Rest of world (Air Mail)	£60	☐

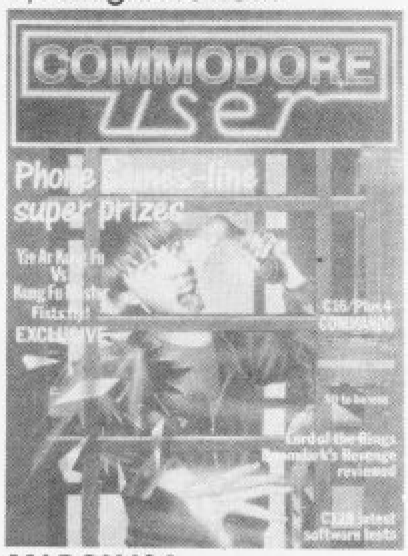
I enclose a cheque (payable to Commodore User) for £________Please debit my Access/Visa card £________

Number__________ Expiry date__________

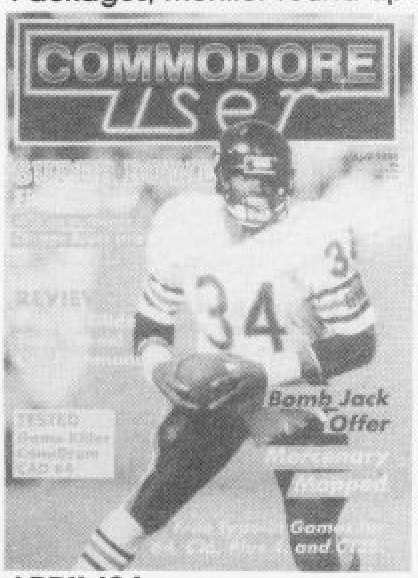
Signed__________



FEBRUARY '86
FREE 'Play to Win' Booklet; Screen Star Rock & Wrestle; Transformers, Keroni's Rift, Mercenary, Ball Blazer, Enigma Force plus Uridium V, Fairlight Preview.



MARCH '86
128D Launch Story; Yie Ar Kung Fu Screen Star; Reviews of Eidolan, Hardball Dragon Skulle, Zoids, Back to the Future, Uridium; O level Revision Packages; Monitor round up.



APRIL '86
Super Bowl Review; Mercenary Mapped; Screen Star Starship Andromeda; Paper Boy Preview; C16 Games Roundup; Integrated Business Programs.

NEXT MONTH





PLAY TO WIN IV



It's freebie time again at CU. Our award-winning Play to Win section has been helping you get the better of some of the toughest games around for exactly one year now. As a special birthday celebration for Play to Win we are giving away a splendid 24-page colour booklet packed full of brand-new maps, hints and tips, and pokes. But this is no ordinary Play to Win booklet. For the first time we are introducing hints and tips on coin-ops. If you are going to be playing any of the ace new coin-ops this booklet is essential reading before you hit the piers and arcades of Blackpool, Weston Super Mare, Brighton and Skegness.

Plus stacks of Screen Scene reviews, Into the Valley, Arcades, Hot Shots, Buzz and all your favourites.

On sale Saturday, May 23. The best bargain in the Universe for a quid.



Two of this months games have already been snapped up for conversion for the 64 — *Flying Shark* and *Rastan Saga*. Expect to see them gobbling ten pieces in the arcades this Summer, but steer clear of *Exerizer* is our advice. Over the page Nick Kelly investigates the possible results of a recent, disturbing court ruling.

FLYING SHARK
Taito

Following in the well-worn footsteps of *1942*, *Flying Shark* is certainly an impressive shoot 'em up.

Over a dazzling panorama of tropical jungles, seas, beaches, harbours and towns you must fly in your trusty but slightly old-fashioned bi-plane. Really, the graphics are so picturesque in this game that you'd be quite happy to just cruise through the hot sky surveying the breathtaking scenic beauty below you.

Life, alas, is rarely as peaceful as this, and with tanks, gun emplacements, enemy fighters, bombers, troop-carriers and battleships cluttering up the place, you get very little rest indeed.

You start with a fairly average fire-power level but you can soon increase your destructive capabilities by wiping out an entire squadron and taking on board the "S" symbol that pops up as the last craft gets blasted.

You also have three exceedingly useful shatter bombs which enable you to clear the screen of assailants when you're most under pressure — believe me, there are times when you certainly will be — and these too can be replenished by taking out certain groups of attackers.

The enemy tanks are often massed in underground bunkers and if you succeed in blowing these open and destroying their contents before they can get mobilised you save yourself a lot of headaches.

Certain enemy vehicles, such as armoured troop carriers and large bombers, need to be hit many times before they are destroyed, and as you try to do this while dodging a fearsome hail of missiles, you may well regreat having used up your shatter bombs before it became absolutely necessary to bring them into play.

At the end of each phase of your mission you touch down briefly on a friendly runway, and anyone who, like me, needs a little practise to get into unfamiliar scrolling shoot-'em-ups will be very grateful for the "continue within ten seconds" option offered at the end of your three lives, though with a game as compelling as this one, you may find yourself getting through a pocketful of ten pees.

Flying Shark is based on a pretty standard theme, but it more than makes up for its lack of originality with its exquisitely detailed and life-like graphics (particularly noteworthy being the realistic camouflaging of enemy tanks and the ragged smouldering craters left by the destroyed machines) and its sheer playability.

STOP PRESS
Firebird have licensed *Flying Shark* for conversion.

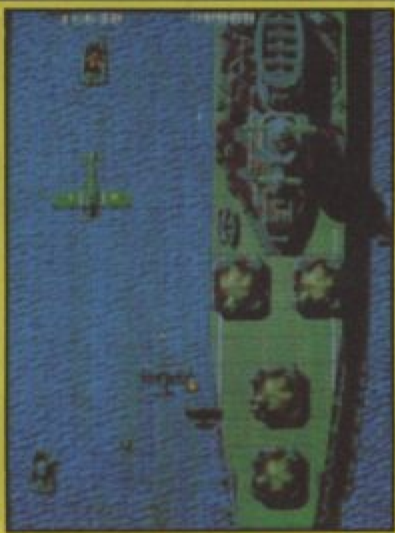
GRAPHICS:	9
SOUND:	8
TOUGHNESS:	8
ENDURANCE:	8
VALUE:	9
OVERALL:	9



A shatter bomb gets you out of trouble



You need plenty of fire-power to dispose of the mobile fortress.



Life as a *Flying Shark* is no pleasure cruise.

EXERIZER
Jaleco



A tasteless shot from a boring game.



Nice graphics but *Exerizer* is still cheap 'n' nasty.

Exerizer is a fairly standard shoot-'em-up in the *Phoenix* tradition.

You've got two separate weapons, a conventional one-missile-per-stab cannon and a more destructive rapid-fire job. The trouble with the latter is that if you use up your "power" level — you start with 120 units, but they they disappear pretty quickly if you're not careful — you won't be able to use it at all. You can recover the multiple-shot option, and maintain it, by blasting certain nasties into oblivion with your rather plodding single-shot weapon and then catching the power-capsule that they drop as they expire.

The enemy forces include giant centipedes ridden by Amazon warriors, a giant dragon, a mother-ship with an attendant swarm of insect-like offspring, a wave of meteorites, and a squadron containing a mixture of different kinds of warrior with correspondingly varied methods of attack.

The graphics are OK and there's an interesting "flinching" effect when you score a hit on certain creatures (i.e. they jump back, recoiling from the impact). But after five screens, the game seems to repeat the same patterns of attack.



Overall, *Exerizer* is a slickly-executed but ultimately predictable cobbling-together of a bunch of well-worn game themes, and, it wouldn't really warrant a review at all, were it not for one particular feature which deserves to be mentioned simply because it is so offensive.

In the "squadron" scene one of the enemy groupings is a row of four women who are initially wrapped, toga-style, in all-embracing robes. These "warriors" can only be "killed" when they swing open their robes and expose their sparsely-clad bodies in the spreadeagle position. The method of dispatching them is to score a direct hit between their splayed legs.

For any half-wits out there who don't understand why this sick little idea is unfunny and, in fact, highly objectionable, perhaps I should spell it out: every day women are sexually assaulted in Britain.

And who are these attackers? Monsters? Aliens? No, they're simply ordinary men and boys who are messed up and inadequate. They look on women as objects for them to possess and control. And in an effort tc justify this twisted idea to themselves, they attempt to humiliate and belittle women in the most violent, degrading way, by subjecting them to sexual violence.

Exerizer invites you to deal with the threatening female warriors in the same way.

I suppose it's just conceivable that the programmer here is a genuinely warped idot who actually can't see anything wrong in including an image as unpleasant as this one in his game. Far more likely, though, is that he was fully aware of what he was doing, and put it in to attract morons to an otherwise boring game.

Marking this game in the normal way would be a rather pointless exercise, given that it wouldn't usually be considered interesting enough to be reviewed at all. But to ignore its presence in arcades completely would, I think, be a dangerous omission.

RASTAN SAGA
Taito

If I was to tell you that *Rastan Saga* was about this muscle-bound hulk who wants to sever a 'Doragon's' head so that he can swap it for a kingdom of treasure you would probably show me your tonsils in one almighty yawn.

Well just hang on a second smart guy because it is also my considered opinion that *Rastan* is the best coin-op launched so far this year and I am confident it will kick *Out Run* off its chart-topping position before the Summer.

I am not the only person who thinks so, considering the mad scramble on the part of the major software houses to tie up the home rights to mutha.

OK, I know, swapping some monster's head with a beautiful princess for all her treasure is just about corny enough to bring up last nights curry. But once you see the graphics and taste the action you won't care about the plot.

Basically — we are talking beat 'em up. Your hero can jump, crouch, run, walk, climb ladders, swing from ropes — and is armed with an assortment of weapons.

The weapons have to be picked up as you go. You start off with a mighty sword — a heavy number similar to the one wielded by He-Man. Swinging the sword like crazy is the name of the game as the nasties home in on you.

The game is divided into six patterns of three scenes each. It's a sensible division system that allows you to start from where you left off should you lose a life. That's doubly useful when you consider the size of *Rastan*, it really is a huge arcade adventure.

Getting to the end of one pattern is not easy as the exit is always guarded by one giant nasty — rather like the giant at the end of Kung Fu Master. Several blows are needed to kill this so-and-so.

The action takes place against dramatic back drops of castle ramparts and eerie forests. Most stunning of all though — are the nasties themselves — harpies, fire-spouting dragons, green scaley monsters with several arms, and vampire bats.

The colour and detail of these nasties has never been programmed to such a high standard. The nearest thing I've seen to it are the graphics in *Dragon's Lair* — the classic laser game with cartoon animation.

There are elements of platform play in *Rastan* in that you have to make very precise leaps from ledge to ledge at certain points. Sometimes you have to leap down from cliff tops, recover yourself in time to lash out with the sword and pick up any bonus-giving jewels that may be scattered around.

You begin with the sword — but you will need to use all of the weapons and armour if your are going to clock Rastan. The armour is the real key to success, the shield reduces damage from enemy attack — the Mantel actually reduces this damage by half.

The weapons are exciting to use but often difficult to get — hidden beneath the ground or perched on an inaccessable ledge. The fire sword for example enables you to waste your enemies with flying balls of fire before they can get near you. There is also an axe on a long pole that the warrior can swing menacingly — and a hammer on a chain that will knock a Harpie into the middle of next week.

Rastan really is special. It is a blend of the kind of arcade adventure home micros revel in and good old fashioned coin-op beat 'em up.



The warrior raises his sword in what could be the best coin-op of the year.



Shades of Dragon's Lair as you swing from rope to rope.

GRAPHICS:	9
SOUND:	8
TOUGHNESS:	8
ENDURANCE:	10
VALUE:	10
OVERALL:	9

COIN-OPS UNDER FIRE COIN-OPS

Arcades

COIN-OPS UNDER FIRE

A bizarre Court decision to classify video games in the same way as films may have a dramatic effect on the future of arcades and young gamers writes Nick Kelly.

On the 26th of March, the Court of Appeal handed down a decision with enormous potential consequences for owners and users of coin-ops. Ruling on an appeal taken by the British Amusement Catering Trades Association (BACTA, the amusement arcades organisation) against an earlier court decision in favour of Westminster City Council, the court decided that a video game constituted an "exhibition of moving pictures" within the meaning of the Cinematograph Act of 1909, and that therefore any public premises where such games are played must meet the same licensing requirements as cinemas.

"The implications are appalling", said a BACTA spokesman afterwards, "This means that, every arcade, every swimming pool, every roadside cafe, every pub and every fish 'n' chip shop may have to conform to the stringent licensing regulations laid down for cinemas. It's unfortunate that the words of this old 1909 Act, which were only ever intended to apply to cinemas, can be used in this way — it's common sense that this Act shouldn't apply to video games."

Coin-ops are films

And just what are these "stringent licensing regulations"? Well, they vary. It seems that it's up to each individual local authority to decide how to enforce it at all. A local authority can attach more or less any conditions to the granting of a cinema license, provided the conditions are "reasonable". Standard ones would include rigourous fire and safety regulations, approval and classification (for example, "PG" or "15's") for each film from the British Board of Film Classification, and, naturally enough, the payment of a hefty license by the owner of the premises, the present going rate being about £170 per annum.

In practice every chippie in the land could have to pay £170 to keep their lone *Galaxian* in the corner. Yet under the 1968 Gaming Act, they'd only have to pay about £8.50 for a license to run a fruit machine. Your local youth club may have to employ a full-time adult attendant to be present at all times to point out the fire exists all because they own one clapped-out *Breakout* machine.

BACTA have announced their intention to appeal to the House of Lords, a process which will take about a year. In the meantime Westminster Council "have given no blanket guarantee not to enforce the ruling" before the Law Lords decide the appeal, but are for the present "holding their fire". Various local authorities around the country also seem to be holding off enforcing the Cinematograph Act in relation to video games.

Politician smells a vote catcher

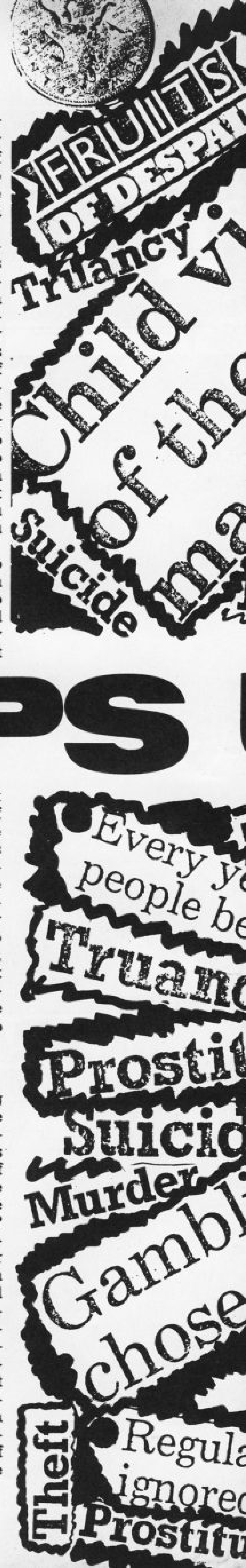
The story behind this extraordinary case began during the reign of the now-abolished Greater London Council. The GLC were apparently concerned about the possibility of pornographic video games being featured in London arcades, and it was they who first noticed the possibility of using the wording of the old Cinematograph Act to bring video games under their control. Video games were not covered by the 1968 Gaming Act, which laid down rules and regulations in respect of fruit machines and other gambling installations. So the GLC brought a case under the Cinematograph Act against BACTA and one of BACTA's member arcade owners. After the demise of the GLC, Westminster Council took over the case. Mr Robert Davis, a member of Westminster Council is also chairman and founder of the Amusement Arcades Action Group. (AAAC).

Whatever the original intentions of the GLC in taking this case, Councillor Davis is clearly hoping to do far more than merely ensure that no pornographic games are played by children: "The council's view is that video games are a form of gambling. Children are attracted by the noise and the flashing lights to put in another coin — they're encouraged to keep playing. In fact, video games are even worse than one-armed bandits — at least with a one-armed bandit, you get your money back if you win".

Councillor Davis refuses to make any distinction between fruit machines, and video games, regardless of any skill or active enjoyment that may be present: "These aren't games of skill — you can't ever beat the game". Some of you might disagree. Those who feel that Councillor Davis may be wrong to class gambling machines and arcade games together will be heartened to hear that Westminster Council — as opposed to Councillor Davis — have said, through a spokesman, that "we're not attempting to exclude children under the age of 16 from playing video games".

Around the country

Apart from a general feeling that they won't act until the House of Lords makes a decision, what do various councils think about the Court of Appeal decision? And, more importantly, will they enforce it, and if so, how stringently? We asked a number of different councils around Britain for their reactions. A spokesman for **Glasgow** council pointed out that, as England and Scotland have different legal systems, the court of Appeal decision would not apply in Scotland, and that they had not yet formulated any policy regarding what they might do if a similar case taken in the Scottish court or indeed a piece of legislation put them in the





same position as local authorities south of the border. He did say "Off the top of his head" that "I would think that we would be not out of sympathy with the general drift of Westminster's view".

Liverpool hadn't taken any view yet, but noted that the effect of the decision "seems to be purely a financial one, in that it will cost even a Chinese takeaway with just one machine £173 for a licence". A spokesman for **Birmingham** Council said "As to whether we'd be interested in gaining some control over video games, I think the answer would be yes. We've already got control over gaming machines under the Gaming Acts, and we've found that video games, not gaming machines tend to be the additive ones as far as schoolkids are concerned, so yes, I think some of our members would be rubbing their hands in glee at the prospect of getting some sort of control over the games."

I don't think the pornography issues comes into it at all. It'd be pretty pointless for the City to ban under 16's, because they're the people at whom the games are primarily aimed. But the council would be interested in getting some control over the arcades. Control doesn't mean banning things — it simply means controlling how arcades are run, for instance, making sure that there's a responsible manager there at all times, and that he keeps a look-out to make sure there aren't schoolkids in the arcades at 3.00 on a weekday afternoon. Certainly nobody here is out to ban video games".

A spokeswoman for **Leeds** council said that although the council hadn't discussed the implications of the case yet, some of the council members are concerned that "Video games are not as harmless as they first appear", and noted that "You can't help but be concerned when you read all these newspaper reports of young people embezzling and committing suicide" as a result of playing video games and gaming machines.

The words of this last spokesperson give an insight into what may well be the most crucial factor influencing the minds of various local authorities up and down the country when they decide how they should use this recent court decision: the power of the press.

Press hysteria

Over the last six months one newspaper in particular, The Yorkshire Post, has run a campaign, under the title "The Fruits of Despair", aimed at highlighting illegal teenage gambling in arcades and also drawing attention to the alleged effects of this gambling on the children, with emotive coverage of individual cases where teenagers allegedly committed suicide, murder and embezzlement because of their gambling.

Unfortunately The "Fruits Of Despair" reports make no distinction between the gambling by under-sixteens on fruit machines — which is illegal under the Gaming legislation — and the playing by teenagers of video games, which is not illegal. And although their articles seem to give the impression that arcades, of themselves, are harmful to young people, the Yorkshire Post journalists' reports deal exclusively with fruit machine gambling. They don't offer any evidence to the effect that the playing of video games is harmful.

When we asked Westminster's anti-arcades campaigner Councillor Davis whether *he* had any evidence of the harm that playing video games does to young people, he told us "We've got evidence, I've got a newspaper cutting service, I've compiled articles from all over the country, from educationalists, from parents, as to the harm these games do to kids"; but when than asked if this evidence was publicly available, or if he could show it to us, he replied "the council have forwarded it to the home office, and we consider that that's sufficient". When we asked if this wasn't rather undemocratic, he told us: "I don't have to justify myself to you".

If the House of Lords uphold the decision of the Court of Appeal — and Westminster say they are confident that this will be the case — the decision in *BACTA v Westminster City Council*, is going to have real consequences for the future of coin-ops. To some extent, just how grave those consequences are likely to be will depend on how broadly the wording of the 1909 Cinematograph Act can be interpreted to cover the licensing coin-ops.

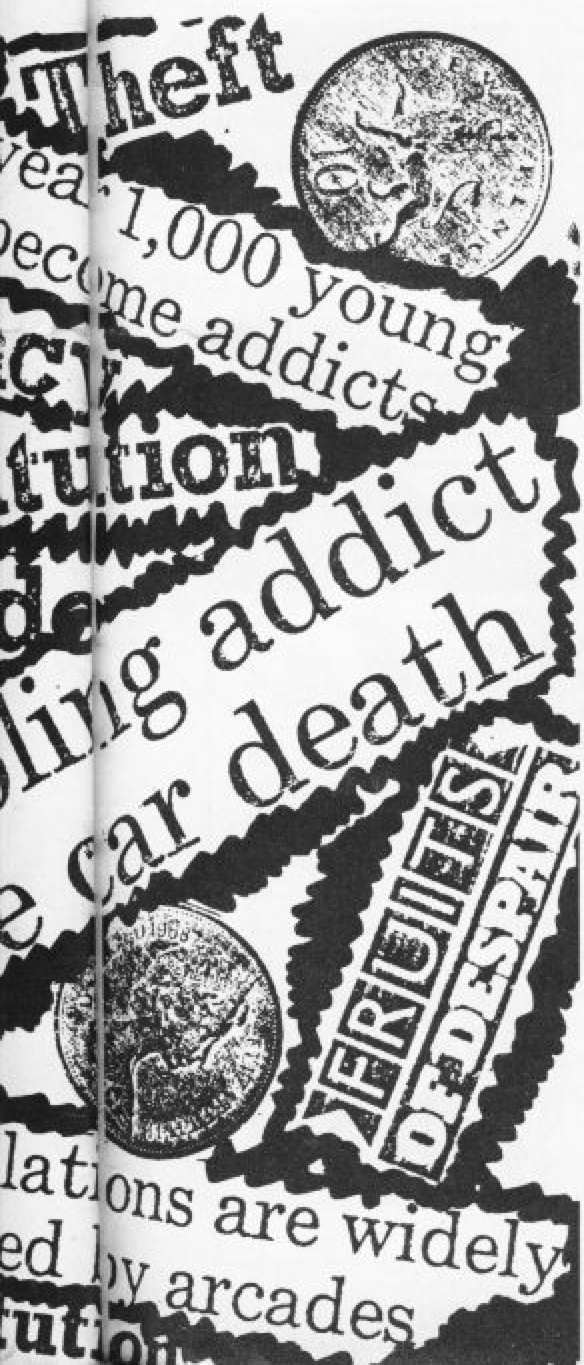
Consequences

The practical consequences will depend on local authorities'. It seems likely that council's are going to have the power to license arcades: just what conditions they will attach to the granting of licenses will almost certainly depend on whether they think that video games need to be regulated or, effectively, banned. If a given local authority takes the former line, chances are that they'll use the new powers given them by the courts simply to regulate playing during school hours.

If, on the other hand, local authorities assume that video games are inherently harmful, the decision may well give them all the ammunition they need to outlaw video games for the very people who must enjoy them — teenagers — by attaching such strenuous conditions to the granting of a license that game-owners decide they are too much trouble, or expense, to keep.

Unless some effort is made by those of us who enjoy playing coin-ops to counter the hysterical and completely unproven allegations currently being made as to their supposed effects on the health and welfare of their users, our right to play them may well be taken from us, without Councillor Davis and his followers ever having to substantiate their emotive rhetoric with properly researched, and publicly available, facts. You could be having your last blast.

UNDER FIRE



CLASSIFIED

CBM 64 owner wants to swap games with people all over the world. Only disk. Please send list or/and write to: Rune Monan, Langstien 20, 1714 Yven, Norway

C128/C64 disc library. Extensive range. Annual membership £5. Details from, Computersoft (CU), PO Box 28, Nottingham, NG5 2EE

Two C64 freaks want to swap hot games with you!! Send your newest stuff or list to the BFD-Crew!!! Write to: Lasse Steinbakken, Jacobsgate 11, 2050 Jessheim, N-Norway or Tommy Joccumsen, Furumovegan 6, 2050 Jessheim, N-Norway. Write Today!!!

£££ make money with your computer! earn yourself a high income with the help of our amazing handbook PACKED FULL of information on how to make money. Once you have it you're ready to start your CASH FLOW. Take advantage of your only chance and CASH IN ON YOUR COMPUTER. Send JUST £5.00 cash/cheque/P.O. to: Computer Connexions, Box 33 131 Leicester Road, Barnet, Herts, EN5 5EA. Postage and packing is absolutely FREE!

FOOTBALL MANAGEMENT

3 Classic Football Management Strategy Games for all enthusiasts. Each of these **Quality** games is packed with **GENUINE FEATURES** to make them the most **REALISTIC** around.

PREMIER LEAGUE — A COMPREHENSIVE LEAGUE GAME — Play all teams home & away. Full squad details all teams, Injuries, Team styles, in-match substitutes, Named & recorded goal scorers, Comprehensive transfer market, 5 Skill levels, Financial problems, Team Training, Continuing Seasons, Save game, Opposition Select Strongest Team and MUCH MUCH MORE! 64/128K Commodore £6.50.

WORLD CHAMPIONS — A COMPLETE WORLD CUP SIMULATION — From the first friendlies, qualifying stages, tour matches and onto the FINALS — Select from squad of 25 players, 2 in-Match substitutes allowed, Discipline table. 7 Skill levels and MUCH MUCH MORE! Includes a full text match simulation with Injuries, Bookings, Sending off, Corners, Free kicks. Match timer, Injury time, Extra time, Goal times and MORE! 64/128K Commodore £7.95.

EUROPEAN II — CAPTURES THE FULL ATMOSPHERE OF EUROPEAN COMPETITION — Home & away legs, Away goals count double (if drawn), Full penalty shoot out (with SUDDEN DEATH), 7 Skill levels, 2 subs allows. Pre-match team news, Discipline table, Full team & substitute selection, Disallowed Goals and MUCH MUCH MORE! Plus FULL TEXT MATCH SIMULATION. 64/128K Commodore £7.95.

FANTASTIC VALUE
Buy an 2 games Deduct £2.00
Buy all 3 games Deduct £3.00

All games are ready for IMMEDIATE DESPATCH by first class and include Full instructions, (add £1.00 outside UK).

From **E & J Software, Room C2, 37 Westmoor Road, ENFIELD, Middlesex, EN3 7LE.**

Look do you need your Basic listing printed out if so just send your disk or tape with £1.50 to: R. Travis, 242 Fish Dam Lane, Carlton, Barnsley, South Yorkshire. S71 3EZ. Details of letterheads, cards, posters etc sent with sample, enclose sae.

CBM64 I want to swap games and programs with people all over the world. Disk only. Send your list or disk to Jann Rindsem, Kalv Arnesons gt9, 7650 Verdal, Norway.

C128 + Dolphin dos, two 1541 drives, MPS801 printer, 1702 Monitor, C2N, stacks of disks + mags, extras. £700 ovno. Tel 01-859 2523.

CBM64. I want to swap games on disc all over the world. Send a list or some discs with new games and I'll return them. Mikael Hildell, 43041 Kullavik Fridhemsv 38, Sweden. All letters answered.

Amiga owners! if you are interested in swapping software, send your list to: Van Minsel Wilfried, Stationsstraat 59, 3171 Westmeerbeek, Belgium.

C64 games for sale. Many title, new and old, at less than ½ price! For full list please write to: T. Leighton, 6a Bath Terrace, Tynemouth, Tyne & Wear, NE30 4BL. Tape only.

Computer game exchange club. Exchange your unwanted software. C64, C16, Plus 4. SAE for details, C.G.E.C. 24 Hollywood Road, Bolton, Lancs, BL1 6HL.

64 owner wants to swap games with people all over the world. Send a list of your newest top games, disk only, to: Andrezs Svensson, Kallvallagatan 8, 722 40 Vasteras, Sweden.

C64 games for sale. Disk and cassette, from £1. Send S.A.E. for list to: T. Simpson, 10 Ashfield Road, Leicester.

SOFTWARE EXCHANGE

Swop your used software. Free Membership. Huge program base. Commodore 64 and Spectrum. SAE please for fast response to:
UK Software Exchange Club (CU)
15 Tunwell Greave,
Sheffield S5 9GB

CBM64 games. I want to swap new programs for the Cmd-64 and Atari ST. Send a list or a disk this your newest stuff. Sven Lind, Klisatrau 41, 138 00 Alta, Sweden.

Wanted SX-64 in exchange for CBM64, disc drive, cassette, £500+ software, joystick etc. Phone (0226) 723353 and ask for Rick.

CBM64 owner wishes to swap programs all over the world. Disk only! Send disk list to 92 Spencerbeck House, Ormesby, Cleveland, England TS7 9PZ. Replies guaranteed.

CBM8096 computer £199; Ricoh RP1600 daisywheel printer with CBM, ASCII and RS232 interfaces £299; various IEEE/IEEE cables £9.99 each; 2-way IEEE switchbox £19.99. All inc. VAT. Phone 01-850 5975 after 7pm.

CBM64 owner wants to swap games with people all over the world. Send me a disk with your latest stuff. Or write to: Vidar Sonerud, Sløyfeveien 4a 1720 Greåker, Norway.

For sale 1701 colour monitor, Simons Basic cartridge in very good condition. Phone 01-841 3933 for a price after 5pm.

Commodore 64 1541 drive, MPS 801 printer, Contect TV/Mon (col), Express cartridge, 2 Joysticks, Easyscript, Easystork, Superbase 64, Micro-Simplex Utility programs and games, all for only £500 private sale but can arrange access/visa credit. Phone 01-393 0493.

Back-up board for sale, only £5.00. Send cheque/PO: L. Dawson, 3 The Meadows, Rainhill, Merseyside, L35 0PQ.

CBM 4032 Pet 4040 disc drive, 4022 printer, good condition. Offers 0903 815591, offers for the lot, will not split.

Tandata TM110 modem with C64 Micropack £49; Fifo adaptor C64/RS232, £9.99. All inc. VAT. Phone 01-850 5975 after 7pm. Phone Today!

A Swedish CBM64 user wants to swap game with people all over the world. Send a list of your newest top games on disc to: Andreas Svensson, Kallvallagatan 8, 722 40 Vasteras, Sweden 021/33 01 73.

Expert V1 plus E.S.M. and disc £30.00. Mk 3B Freeze Frame, plus disc, £25.00. Reset cartridge, £3.50. Easy Script, £5.00. Perry 16 Dallington Close, Bexhill TN40 2SU.

BMC usergroup for Vic-20, C-64, C16/Plus 4, send for mem form then get user booklet with soft hire, newsletters, cassette swap, soft/hard sale and much more. First ten members got a free game. Send £1 joining fee to I. Bell, 10 Morton Court, Blackwood, Lanarkshire, Scotland, ML11 9YH.

C64 software for sale, around 70 original tapes including World Games, Leaderboard, Gauntlet, Paperboy, etc. worth around £270 will sell for £135 ono. Phone (0703) 641165.

Team Sweden wanna swap with you! 64 and 128. All over the glob. Contact: Staffan Andersspoleg 552 59 Jonkoping or Daniel Box: 4022 550 04 Jönköping Sweden. Disk only! Frederik Stekelv 57 561 49 Hushvarna Sweden.

Wanted control paddles new or used for 64. Commodore, Atari or any compatible types. John Stewart 0969 22627 mid-day Mon-Fri.

64 owner wants to swop games, old and new, tape and disk. Willy Clark, 55 Cecil Street, Liverpool 15, Merseyside.

Amiga freek wants to swap red hot software and programs on the Amiga. Enclose your list and some disks with new stuff to: BBC-Fsie DMI. Gundrosensu 5, 1600 Fr. Stad, Norway.

For sale CBM64 compendium includes music maker, recorder, joystick, over £350 software latest titles £300 ono. Tel Nigel, Crediton 03632-4063. Also Freeze Frame MkIII B.

TAPE BACK-UP BOARDS
FOR CBM-64/128 VIC-20

The Mk.1 BACK-UP BOARD uses a second CBM type cassette deck to make a copy of a program as you load the original. Very easy to use. **£8.95 inc. P&P.**

NEW IMPROVED Mk.2. BACK-UP BOARD now with built in speaker. You can hear the data being recorded onto the second deck as it copies your original program. This board works two different ways. Switched to 'NORMAL' it operates as a Mk.1. Switched to 'GENERATE' 64/128 owners can use our GENERATOR software to regenerate a copy of a program on the second deck as it loads from the first. This method can produce a better quality copy than the original. Mk.2. & software **£14.00 inc P&P.** Return your Mk.1 to be modified to Mk.2 for **£5.00 inc software & P&P.**

AZIMUTH HEAD ALIGNMENT TAPE by INTERCEPTOR for '64'. Use this test tape with your '64' to adjust the heads of your decks to make a perfectly matched pair. Full instructions and screwdriver supplied. **£8.50 inc P&P.**

ROM SWITCH/RESET BOARD. Resets ALL programs that a standard reset switch can't. A socket for an 8K eprom is also included. Full instructions supplied. **£8.00 inc P&P.**

All products guaranteed for 12 months

Send your cheque/P.O. or stamp for details to:
TURBOTRONIC, 46 Ripon Street, Parkinson Lane, HALIFAX. West Yorkshire. HX1 3UG.
Tel: (0422) 52020
(Overseas customers inside Europe add 50p, outside Europe add £1.50)

AD INDEX

Activision 34
Amvic 64
Anco 60,64
Bargain 13
Bean Jolly 36
Cheetah 16
Database 12,97
Datel 54
Dimension 4
Dosoft 32
Dr Soft 22
Elite .... O.B.C.
Evesham 86
Gremlin .... I.B.C.
Imagine 76,81
Incentive 25
Insight Software 32
Logic sales 32
Martech 52
Megasave 45
Melbourne House 43,45
Microprose 49
Midcomm 45
Music By Mail 56
Ocean IFC,42
Peartree 58
Selec 43
Silica Shop 9
Stem 22
Strategic Plus 22
Trilogic 74
Trojan 64
Turbosoft 22
UK Soft Centre 64
U.S. Gold 20,41,43,45,65
Virgin Games 68
Worldwide 43

TOMMY'S TIPS

With all these questions to answer, Tommy's never going to find time to enter Mastermind. Still, he'd rather help solve your problems on the 64, 128, C16 and Plus/4 than sit in front of Magnus Magnusson (specialist subject — tech tips). Tommy's the man to help you. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.

What modem?

I was thinking of buying a modem for my 64 and I was wondering what would be the best one for someone who was looking for something easy to use, cheap and mainly for use on bulletin boards.

I would also like to know what are the instructions if you want to use your computers to talk to one another. Does it have to be the same make? Could an Amiga talk to an Apple?

Edward Hickey, Dublin

The answer all rather depends on what you call cheap. For most bulletin boards a standard 300/300 baud modem will do the job, but there are some that use 1200/75 as does PRESTEL and Micronet 800. My personal favourite is the Kirks ENTERPRISE modem, which is multi-mode, auto-dial and auto-answer and can be used with the Mustang comms cartridge for really easy use. Cost for both the modem and cartridge is around £100-£120. However, there are several others such as the Modem House Voyager 7 modem which also work with the Mustang cartridge. However, this is slightly more expensive at around £140.

As for talking to different computers, this is very dependent on what you want to do. Any computer with a modem can talk to any other computer with a modem using the same baud rate if all you want to do is put text on the screen or to the printer on the other machine. The modems will deal with any handshaking, etc, and provided the correct comms software is used at each end you should have no problem.

If you actually want to transfer data in a particular format from one machine to the other then that could be a little more difficult. File structures and even file types will vary from machine to machine; you might have to use a conversion program such as KERMIT to guarantee success. Finally, if you actually want to connect two dissimilar computers directly without using modems, then you have to do two things: make up your own cables correctly, ensuring all the handshaking lines are connected; and probably write your own comms software to deal with the handshaking necessary to tell the other computer when it can and cannot send data. All the above, by the way, assumes that both machines have proper RS232 ports; not all of them have (witness the CBM machines!)

Six queries

Could you please answer these questions?

1. **What is the difference between the 1541 and 1551, the 1551 and 1570 and the 1570 and 1571 disk drives and which one is most suitable for my Plus/4?**
2. **Are there any Plus/4 cartridges available?**
3. **Can you tell me how to put machine code games on cassette from software companies onto disks because when they load they automatically run?**
4. **What is 'H-L' next to the RF socket on my Plus/4? It is covered up at the moment. Before I take it off I would like to know what it is.**
5. **Is there any music software or add-ons for the Plus/4?**
6. **Are there any machine-code programming books for the Plus/4?**

C. Headley, Basingstoke

A major expedition here; hang on while I get my hiking boots!

(1) The 1551 was the disk drive intended for use with the Plus/4, but has been very thin on the ground in terms of availability. The 1541 (or the new model, the 1541C) is the main alternative for the Plus/4 and C16. The 1570 and 1571 are single-sided and double-sided drives respectively, designed specifically for the C128 computer. Their advantage is greater speed than the 1541, but you will not get this speed advantage if you use them with the C64 or the Plus/4.

(2) As for cartridges, the only one I know of is the Script/Plus WP cartridge at £20. Although probably better than the built-in WP program, this sort of clash with the built-in software makes software houses wary of releasing cartridge-based programs which tend to be expensive to produce. I don't know of any cartridge-based games at all.

(3) As for copying m/c games onto disk, most software suppliers expend a great deal of effort to stop you doing just this. I don't know of any copiers that are 100 per cent effective and to do it yourself would require a good knowledge of how the program was stored in memory.

(4) The H-L stands for High/Low and covers a switch for use with the NTSAC versions (USA) to give alternative channels for the TV picture; that is why it is blocked off on the UK versions, which use the PAL system for TV.

(5) Music software for the Plus/4 is also thin on the ground. **Music Master** is a synthesiser/sequencer program which allows you to compose and play music, which can then be added to your own programs. It is available on both cassette (£13) and disk (£15).

(6) Finally, a machine code book. It all rather depends on your current knowledge, but if you are starting from scratch then I can recommend the **C16/Plus/4 Reference Book**, published by ANCO. It covers all the basic areas of interest such as graphics, etc, and gives several examples. Whew, mind if I stop for a breather?!

Undefined Statement Error

I have recently been working on a game on my C16. It loads in two parts, first the UDC data, then the main game. I have redefined all 128 characters and this used 6027 bytes. In this part I have: POKE 52,55:POKE 55,565:CLR. The second part used 5995 bytes. When I run the game, without loading the UDC data, it runs perfectly. But when I run the first part of the game, it is played on two screens (really two games in one), it is OK! But when I R/STOP the first part and run the second part by RUN (line no.) it returns with

undef'd Statement Error. This results in me losing over half of the game — all the second part! Could you tell me what are the likely causes of this fault?
Steve Millward, Kidderminster, Warks

The 'Undefined Statement Error' means you have tried to execute a line that does not exist. The line number you give in the RUN statement for the second part of the program is either wrong, or the line has become overwritten or deleted.

If each part of the program runs perfectly on its own then the likely cause is one of the following: there is an error in the first part that is overwriting the start of part 2; the UDG data is overwriting part of program 2; or you have accidently POKEd an operating system register that is causing a crash when you try to do a RUN command, but reporting a spurious error message.

However, I am unclear from your letter why you need to do a RUN statement halfway through the program. Any program can load and auto-run another program, either from tape or disk, by using the 'LOAD (filename)' command. If both halves of the code need to be in the memory at the same time, why use a RUN command? It would be much better to set each half of the game up as complete routines and then call them with GOSUB commands.

Joysticks

● I own a Plus/4 and wish to know if there are any "proportional" joysticks available for my computer. As a radio-controlled aircraft fan I wish to know if it might be possible to link my radio control unit into my Plus/4 as I enjoy flying simulators but find conventional joysticks a bit clumsy.

Could you also tell me if there are any good simulators (apart from ACE) available for the Plus/4 or C16.
Christopher Marshall, Aldershot

Proportional, or analogue, joysticks are unfortunately very thin on the ground and you will certainly need a joystick adaptor before being able to use then with the Plus/4. However, interfacing your radio control unit to the computer is a different matter entirely, since there is normally no access to the control sticks directly from otuside the R/C box.

Any output from the R/C unit, even to a 'buddy box' is definitely not compatible with the analogue inputs on the Plus/4. This is because the computer measures the voltage level between certain pins on the port, rather than looking at external input voltages.

The second point to bear in mind is that programs which work with digital, or switched, joysticks will not work with proportional ones; the program has to look at different registers to be able to use the latter type of joysticks. As for flight simulators for the Plus/4, it all depends on your definition of the word 'good'! The ones I know of are: **ACE Plus/4, Jump Jet** and **Flight Path 737,** but I think ACE is probably the best of these. All are available from ANCO, tel: 0322 522631.

Underlining advice

● I am a new reader of your magazine and find it very enjoyable — in fact I think you've got another regular subscriber.

I have a computing problem that, hopefully, you may be able to assist me with.

Having a C64, I recently took advantage of "Boots" special offer of 1541 disk drive and MPS 1101 daisy wheel printer, and using Easyscript am unable to execute any of the underlining instructions given.

If you have any suggestions or are able to print this letter I would be more than grateful as my knowledge of home computing is not as comprehensive as I would like and I may be missing something that would be obvious to someone more experienced.
Keith Tolman, London

I am assuming you are talking about the DPS 1101, rather than an MPS 1101. Because the DPS 1101 is a daisy wheel printer which does not do underlining in the same way as a dot-matrix printer would. The dot matrix printers normally have a 'spare' row of dotes which serves as an underline, and most WP programs are set up to use this facility. Most daisy wheel printers can only underline by backspacing and then printing the underline character, for each separate letter. However, the DPS 1101 has a 'simultaneous underline' facility which should be switchable using an 'in-text ASCII code'.

Most WP programs have a printer set-up file containing information on the various printers they can write to which gives the necessary codes for things like bold print and underlining, etc. Unfortunately, Easyscript does not have this facility, and the DPS 1101 is not one of the printers listed in the opening menu. If you select CBM (option 0) then it is assumed to be a dot matrix printer. If you select Qume etc (option 3) then these are assumed to be non-Commodore printers and the codes will be converted to ASCII instead of CBM codes, so a Commodore printer still won't work. If you select the 'other' option (No. 4) then that assumes a dot-matrix, non-Commodore printer. The only way to get underlining is to send the ESC character (ASCII 27) followed by The ASCII/CBM character needed by the printer to switch on underline mode as shown in the printer manual. Then do the same to turn it off. This does mean that you will be limited to underlining only complete lines of text such as headings, etc. Note that more modern WP programs like Superscript have the printer file facility and will allow you to fully use a CBM daisy wheel printer, so it may be worthwhile upgrading.

Enhancer info

● I have just purchased an Enchancer 2000 disk drive that 'directly replaces the 1541' for my Commodore 64. I am very pleased with it but the instruction booklet says nothing about disks.

I have seen disks advertised with 48 tpi, 96 tpi, double density, single track, single-sided, double-sided, flipsided, universal and even disk notchers.

Please could you explain which I can use with my disk drive and also answer the following questions:

1 Would I get more data onto a 96 tpi disk?

2 Will double-sided disks work? If not, I have heard by using a disk notcher I can use the other side of a disk. Should I buy double-sided or single-sided disks for this or are flipsided disks already done for this?

(My disk drive is the version with the new ROM so it works like a 1541 but a lot faster.)
David Brown, Cornwall

Floppy disks come in a bewildering combination of densities, TPIs and 'sides' and it is often difficult to know which one to get. In fact the 1541, and therefore the Enhancer, uses a single-sided, double-density, soft-sectored, 48 TPI disk (normally used as a 40-track disk).

There are actually only 35 tracks on the 1541, although some copy-protection methods use parts of the disk not normally accessed by the 1541. The standard abbreviation on the disk is SSDD (single-sided, double-density). The amount of data you can get on a disk is a function of the read/write head size and the stepper motor used to position the head. Using a quad-density disk capable of using 80 tracks will gain you nothing and may indeed cause problems if your disk head is slightly out of alignment. Also, there is only one head in a 1541/Enhancer and normally you will gain nothing by using a double-sided disk. However, it is possible to turn the disk over and use the second side, by cutting a 'write enable' slot on the left-hand side of the disk (a disk notcher is just a rather expensive, but convenient way of cutting this second notch in the disk).

Since the flip sides of most single-sided disks have failed the spec test it is advisable to use double-sided disks (DSDD) if you intend to use them as 'flippies'. You should note, however, that doing this causes the disk to be rotated in the reverse direction when it's flipped, and some disks do not like this because the lining in the cover is designed to pick up dirt. The 'nap' of the lining lies in one direction and changing the direction of spin can cause excess wear on the disk and may cause dirt to be released onto the read/write head. Everything has a price!

Language

● I am wondering if it is possible to get a COMAL chip for the 64 and where I could buy it and how much this would cost as this would be a great help to me for programming as this is one of the languages we are taught in our college.
Kenneth Brown, Alexandria, Dunbartonshire

COMAL (COMmon Algorithmic Language) is available for the 64 in both disk and cartridge format. It was originally released by Commodore, but I am not too sure whether they still supply it.

My personal recommendation would be to join ICPUG (Independent Commodore Product Users Group), who can supply COMAL at a discount price, plus several additional programs on disk. You would also get the other advantages of belonging to a large independent club who could help with any problems, etc.

The membership secretary (Jack Cohen) can be contacted on 01-597 1229 and the person to contact ref COMAL is Brian Wise, 17 Knighton Close, South Croydon, Surrey CR2 6DP.

TOMMY'S TIPS

Organised by
Database Exhibitions

10th Official commodore computer show

10 9 8 7 6 5 4 3 2 1

The countdown has started . . . for the show that unveils all that's happening in the exciting world of Commodore computing

Meet Jim Butterfield

The guru of the Commodore world will be flying to London for the show. This is your chance to meet the man who's the leading authority on the whole CBM range.

10th Official commodore computer show

10am to 6pm Friday June 12
10am to 6pm Saturday June 13
10am to 4pm Sunday June 14

Champagne Suite & Exhibition Centre
Novotel, Hammersmith, London W6

Send for your advance tickets today . . . With them you can walk past the queues – and SAVE £1 per head off normal prices!

Advance ticket orders

Please supply:

☐ Adult tickets at £2 (save £1)............................ £________

☐ Under-16s tickets at £1 (save £1) .... £________

Total £________

☐ Cheque enclosed made payable to Database Publications Ltd.

☐ Please debit my credit card account

Access Visa

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Admission at door:
£3 (adults), £2 (under 16s)

10th Official commodore computer show

June 12-14 1987

Post to: **Commodore Show Tickets, Europa House, 68 Chester Road, Hazel Grove. Stockport SK7 5NY.**

Name ....

Address ....

....

Signed ....

PHONE ORDERS: Show Hotline: 061-480 0171
PRESTEL ORDERS: KEY *89, THEN 614568383
MICROLINK ORDERS: MAILBOX 72:MAG001
Please quote credit card number and full address. Ref. SCU5

Hot Shots

By Mike Pattenden

Welcome to our little bistro! Sit down, have a quick snifter and take in the atmosphere at the back of the mag. As maître d'Hotshots I counsel you to treat the column as an hors d'oeuvre of succulent slurpy bits to nibble on before you go on to quaff deeply into main course. If that's the case which bit is the sweet? Kelly's coin-op column or Play To Win? I'll leave you to ponder that whilst I run through the rest of this month's menu, though I suggest you go à la carte. . . .

● Let's kick off with something tasty. **Ballistic Borscht**. Activision are raving about a game they are shortly to let loose upon an unsuspecting world. It's called **High Frontier** and its based on S.D.I., better known as the Strategic Defence Initiative or more commonly Star Wars. You get the chance to play a Hawk, Dove or Realist and then blast the opposition's nuclear weapons out of the sky. This comes as news filters though of a black market boom in Moscow of, believe it or not, *Raid over Moscow*, the celebrated piece of Commie-bashing from Access. It seems that hackers, or sinklerists (after Sir Clive Smartarse) have been flogging copies at five roubles a go. Another decidedly unfriendly game doing the over there is Rambo . . . Nostrovya!

● How about moving on with a **Florida Freebie**? Somebody flying in the opposite direction is ex-Thalamus man **Gary Liddon**. He has found gainful employment with Electronic Arts (as a tea boy). Part of the initiation into the company, no matter who you are, is to be flown over to their Florida offices for a six-week induction course. Also going for a freebie is ex-Publisher of Firebird's budget Silver range Joss Ellis. He's also joined the company. Hello, to anyone from EA reading this. I'm a young, go-ahead hack, fully qualified in the art of muckspreading. Any chance of a job?

Mr Ellis' departure from Firebird was marked in time-honoured fashion with a drink-up which took a risque turn late on in the evening when a **Naughtyogram** arrived. (That's the stripogram, but naughtier in case you're confused.) The upwardly mobile exec found himself pulling items off a young lady who was, it is fair to say, hardly overdressed in the first place. If that wasn't bad enough he did it with his teeth! A similar fate awaited me at the recent leaving do of our publisher, the fair Rita Lewis (am I alright for the freelance now Reet?) Believe it or not it was all a case of mistaken identity. The foolish girl in question was wrongly informed I was leaving at which point I was forced to do many things that my conscience severely smote me for afterwards. Gross . . .

You'll be wanting to have some w(h)ine with your meal. Could I recommend the **Chateau Cale**? For System 3's impressario is at the centre of an amazing row that has broken out between his company and Elite. The source of the disagreement is one itsy bitsy programmer, called **John Tweedy**. Tweedy was the man drafted in to complete Elite's *Ikari Warriors* after the original programmer failed to deliver the goods. However, he disappeared before completing the job only to turn up at System 3 completing *The Last Ninja*. He's now installed in Mark Cale's house doing the job! The argument centres on the fact that whilst Elite send writs flying all over the shop in their usual manner, Tweedy maintains that the graphics were supplied so late that he would have lost the work System 3 had contracted for him. Let's hope that this silly argument gets sorted pretty sharpish so we can see not one, but two great games appear in the next few weeks . . .

● Since we're on the subject of Elite you may wish to select a side salad perhaps of fresh green veg. What better man to help you than Elite's **Bernie Dugdale** whose passion for fitness extends far beyond the odd game of football. He's currently the only chap in a class full of overweight women doing . . . aerobics! He can be found falling behind in the exercises regularly on a Thursday night togged out in his Labour Party vest and footy socks.

● Well, I hope you enjoyed your meal. Please feel free to recommend me to your friends, especially if they work for Electronic Arts. No doubt, though, I shall be churning more dainty dishes out for your delectation next month . . .

▼ It's all peace and love at Domark the company who brought you Friday 13th and severed heads. The bloke on the left if Mark Strachan and the thing on the right is Dominic Wheatley. Girl or boy? You just couldn't tell in those days.





Is This Really
Auf Wiedersehen Monty?
Ah mole oh meeo
I wonder what's on at ... LEN ROUGE'
Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.
Oops... must dash... gendarmes hot on my tail. Will write again soon with more news of my exhilarating escapades and growing booty bag.
Monty
MOLEDAVIA
To
MONTY MOLE FANS EVERYWHERE
These squeaking windmoles are driving me mad!
Limited Edition
Fantastic full colour wall poster only 99p.
AUF WIEDERSEHEN MONTY
GREMLIN GRAPHICS SOFTWARE LTD
FREE Lapel Badge with all games
MSX
Spectrum 48K
tape £7.99
CBM64/128
tape £9.99,
disk £14.99
Amstrad
tape £9.99,
disk £14.99
GREMLIN
Gremlin Graphics Software Limited, Alpha House
10 Carver Street, Sheffield S1 4FS. Tel: 0742 75342



6 MASSIVE HITS IN ONE 6-PACK
PLUS BONUS GAME – DUET
HIT PAK
HIT PAK
SCOOBY-DOO
SCOOBY DOO
FIGHTING WARRIOR
FIGHTING WARRIOR
1942
1942
THE SACRED ARMOUR OF ANTIRIAD
ANTIRIAD
Jet Set Willy II
JET SET WILLY II
Split Personalities
SPLIT PERSONALITIES
DUET
DUET
PLUS BONUS GAME – DUET. PREVIOUSLY UNRELEASED, SIMULTANEOUS TWO-PLAYER ACTION.
6 PAK
Spectrum Cassette £9.95
Commodore 64 Cassette £9.95
Commodore 64 Disc £14.9
Amstrad Cassette £9.95
Amstrad Disc £14.9
Mail order, just send a chequ
or postal order payable to
ELITE SYSTEMS LTD.
or quote your credit card No
VISA
ANCHOR HOUSE,
Anchor Road, Aldridge,
Walsall, West Midland
WS9 8PW
Telephone: (0922) 591
Telex: 336130 ELI
RELEASE DATE:
MARCH 19th EUROP
MARCH 30th UK